Aggron

110 HP

STAGE 2

Evolves from Lairon

Illus. Ken Sugimori

Poké-Power **Terraforming**

Once during your turn (before your attack), you may look at the top 5 cards from your deck and put them back on top of your deck in any order. This power can't be used if Aggron is affected by a Special Condition.

Metal Claw 50

Mix-Up 70

Your opponent discards the top card of his or her deck.

Weakness

Resistance -30

Retreat Cost

©2007 Pokémon/Nintendo

Altaria

80 HP

STAGE 1

Evolves from Swablu

Illus. Ken Sugimori

Poké-BODY **Synergy Effect**

If Drake's Stadium is in play, remove 1 damage counter from Altaria between turns.

Surprise 30

Choose 1 card from your opponent's hand without looking. Look at the card you chose, then have your opponent shuffle that card into his or her deck.

Gust 50

weakness

resistance -30

retreat cost

©2007 Pokémon/Nintendo

Armaldo

120 HP

STAGE 2

Evolves from Anorith

Illus. Ken Sugimori

Rock Blast

Discard up to 5 Energy cards attached to Armaldo. For each Energy card you discarded, choose an opponent's Pokémon in play and this attack does 20 damage to those Pokémon. (You may choose the same Pokémon more than once.) This attack's damage isn't affected by Weakness or Resistance.

Mach Claw 60

This attack's damage isn't affected by Resistance.

weakness resistance retreat cost

©2007 Pokémon/Nintendo

Banette

70 HP

STAGE 1

Evolves from Shuppet

Illus. Ken Sugimori

Grudge 20+

Does 20 damage plus 10 more damage for each Prize card your opponent has taken.

Bench Manipulation 40×

Your opponent flips a number of coins equal to the number of his or her Benched Pokémon. This attack does 40 damage times the number of tails. This attack's damage isn't affected by Weakness or Resistance.

weakness

©2007 Pokémon/Nintendo

Blaziken

100 HP

STAGE 2

Evolves from Combusken

Illus. Masakazu Fukuda

Poké-POWER **Firestarter**

Once during your turn *(before your attack)*, you may attach a Energy card from your discard pile to 1 of your Benched Pokémon. This power can't be used if Blaziken is affected by a Special Condition.

Fire Stream 50

Discard a Energy card attached to Blaziken. This attack does 10 damage to each of your opponent's Benched Pokémon. *(Don't apply Weakness and Resistance for Benched Pokémon.)*

weakness resistance retreat cost

©2007 Pokémon/Nintendo

Charizard

120 HP

STAGE 2

Evolves from Charmeleon

Illus. Ken Sugimori

Combustion 30

Bursting Inferno 50

Each Defending Pokémon is now Burned.

weakness

resistance

retreat cost

©2007 Pokémon/Nintendo

Cradily

110 HP

STAGE 2

Evolves from Lileep

Illus. Ken Sugimori

Poké-Power **Evolutionary Call**

Once during your turn, when you play Cradily from your hand to evolve 1 of your Pokémon, you may search your deck for up to 3 in any combination of Basic Pokémon or Evolution cards. Show them to your opponent and put them into your hand. Shuffle your deck afterward.

Poison Ring 50

The Defending Pokémon is now Poisoned. The Defending Pokémon can't retreat during your opponent's next turn.

weakness

resistance

retreat cost

©2007 Pokémon/Nintendo

Delcatty

70 HP

STAGE 1

Evolves from Skitty

Illus. Masakazu Fukuda

Poké-Power **Energy Draw**

Once during your turn *(before your attack)*, you may discard 1 Energy card from your hand. Then draw up to 3 cards from your deck. This power can't be used if Delcatty is affected by a Special Condition.

Max Energy Source 10×

Does 10 damage times the amount of Energy attached to all of your Active Pokémon.

weakness | resistance | retreat cost

©2007 Pokémon/Nintendo

Gardevoir

100 HP

STAGE 2 *Evolves from Kirlia*

Illus. Midori Harada

Poké-Power **Psy Shadow**

Once during your turn *(before your attack)*, you may search your deck for a Energy card and attach it to 1 of your Pokémon. Put 2 damage counters on that Pokémon. Shuffle your deck afterward. This power can't be used if Gardevoir is affected by a Special Condition.

Energy Burst 10×

Does 10 damage times the total amount of Energy attached to Gardevoir and the Defending Pokémon.

Weakness

©2007 Pokémon

Kabutops

110 HP

STAGE 2

Evolves from Kabuto

Illus. Ken Sugimori

Poké-BODY **Primal Stare**

As long as Kabutops is your Active Pokémon, your opponent can't play any Basic Pokémon or Evolution cards from his or her hand to evolve his or her Active Pokémon.

Luring Antenna 20

Before doing damage, you may choose 1 of your opponent's Benched Pokémon and switch it with 1 of the Defending Pokémon. If you do, this attack does 20 damage to the new Defending Pokémon. Your opponent chooses the Defending Pokémon to switch.

Blinding Scythe 60

weakness resistance retreat cost

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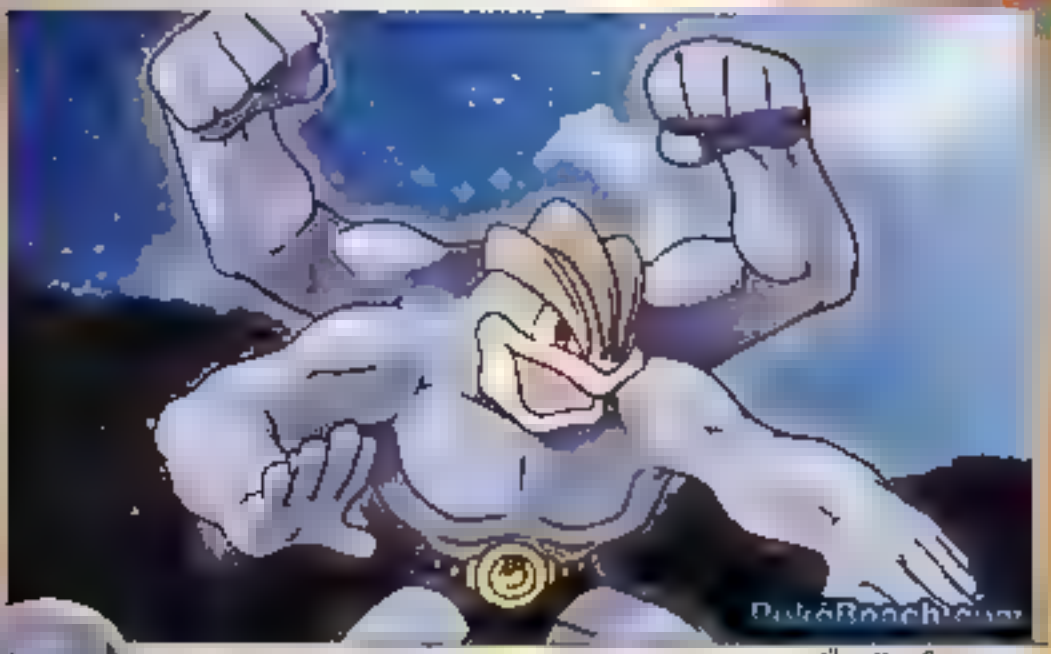
Machamp

120 HP



STAGE 2 Evolves from Machoke

Illus. Ken Sugimori

Poké-BODY Overzealous

If your opponent has any Pokémon-ex in play, each of Machamp's attacks does 30 more damage to the Defending Pokémon.

Brick Smash 40

This attack's damage isn't affected by Resistance, Poké-Powers, Poké-Bodies, or any other effects on the Defending Pokémon.

Cross Chop 60+

Flip a coin. If heads, this attack does 60 damage plus 30 more damage

weakness resistance retreat cost

Raichu

70 HP

STAGE 1

Evolves from Pikachu

Illus. Hanna Kusanagi

Plasma 10

Search your discard pile for a Energy card and attach it to Raichu.

Thunderbolt 100

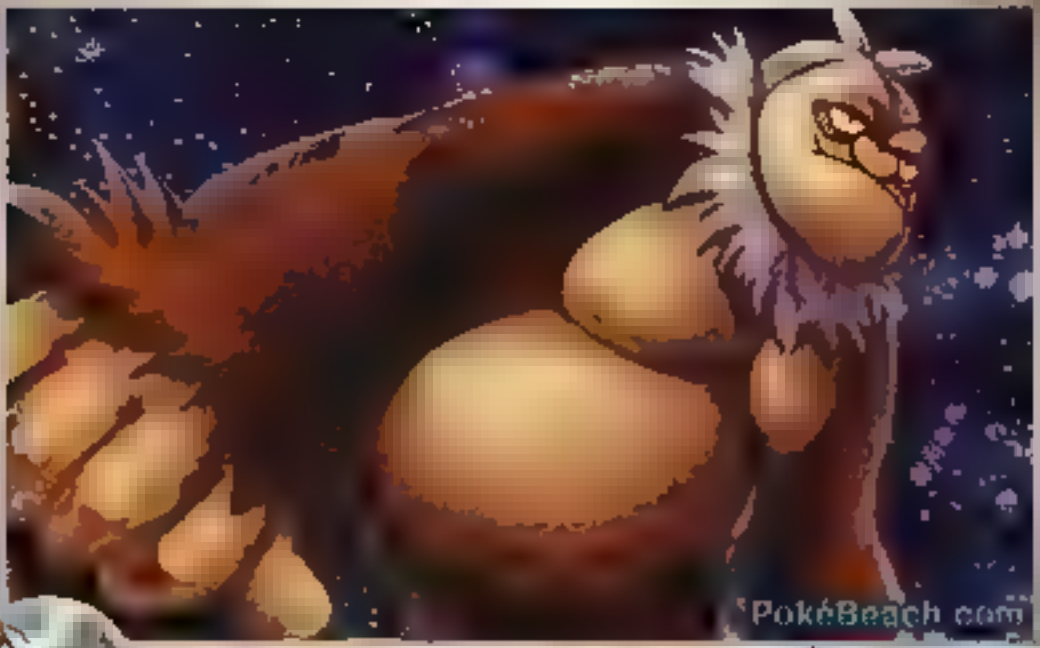
Discard all Energy cards attached to Raichu.

weakness | resistance | retreat cost

©2007 Pokémon/Nintendo

Slaking

120 HP



STAGE 2 *Evolves from Vigoroth*

Illus. Ayaka Yoshida

Poké-BODY **Lazy**

As long as Slaking is your Active Pokémon, your opponent's Pokémon can't use any Poké-Powers.

Critical Move 100

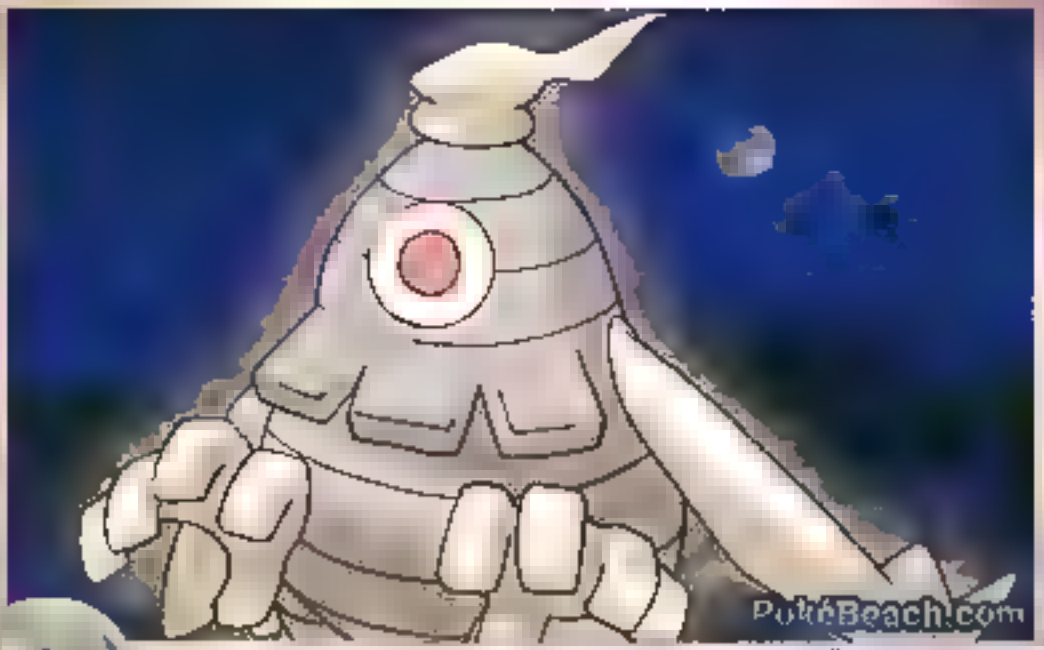
Discard a basic Energy card attached to Slaking or this attack does nothing. Slaking can't attack during your next turn.

weakness resistance retreat cost

©2007 Pokémon/Nintendo

Dusclops

80 HP



STAGE 1

Evolves from Duskull

Dark Mind 20

Does 20 damage to 1 of your opponent's Benched Pokémon. *(Don't apply Weakness and Resistance for Benched Pokémon.)*

Mysterious Light 50

If Phoebe's Stadium is in play, the Defending Pokémon is now Confused

weakness

resistance

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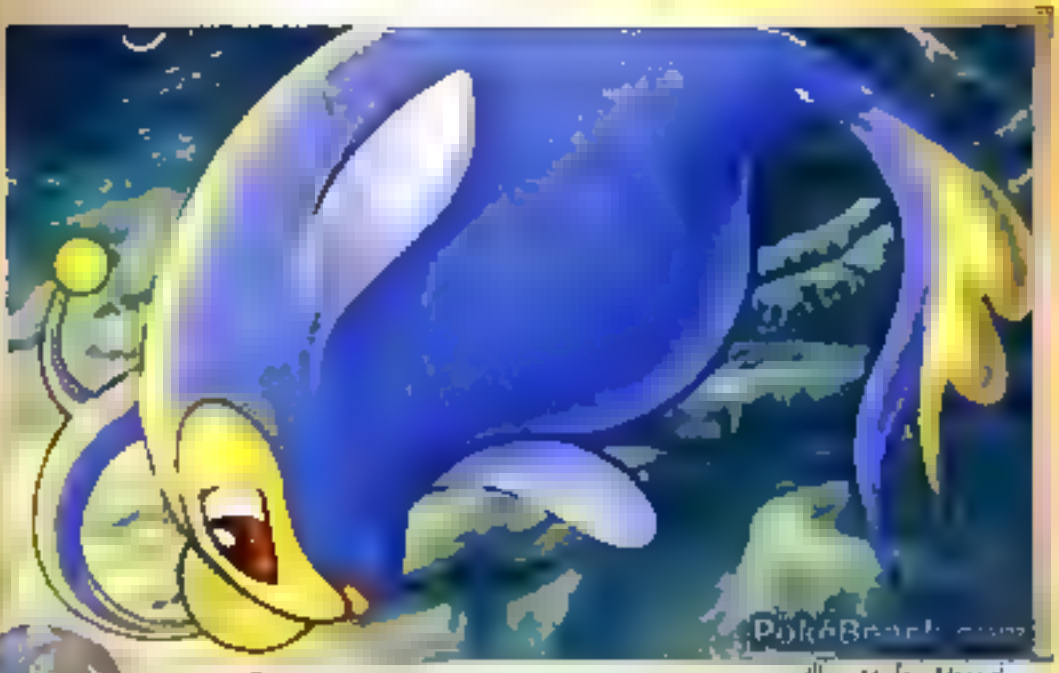
Lanturn

80 HP



Illus. Mukai Hayoda

STAGE 1

Evolves from Chinchou

Poké-Power Energy Grounding

Once during your opponent's turn, when any of your Pokémon is Knocked Out by your opponent's attacks, you may use this power. Choose a basic Energy card discarded from the Knocked Out Pokémon and attach it to Lanturn. You can't use more than 1 Energy Grounding Poké-Power each turn.

Lightning Strike 50

You may discard all Energy attached to Lanturn. If you do, this attack's base damage is 90 instead of 50.

weakness | resistance | retreat cost

WGH-W80-85G

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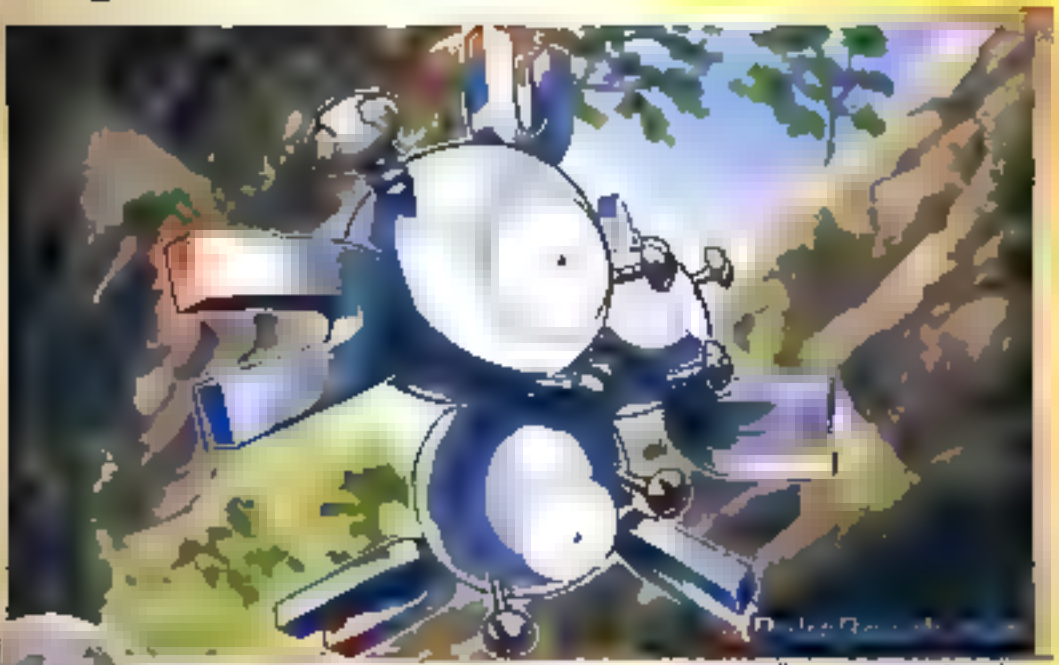
15/108

Magneton

70 HP



STAGE 1

Evolves from Magnemite

Illus. Masakazu Fukuda

Poké-Power **Magnetic Field**

Once during your turn *(before your attack)*, if you have basic Energy cards in your discard pile, you may discard any 1 card from your hand. Then search for up to 2 basic Energy cards from your discard pile, show them to your opponent, and put them into your hand. You can't return the card you first discarded to your hand in this way. This power can't be used if Magneton is affected by a Special Condition.

Magnetic Force 10×

Does 10 damage times the amount of Energy attached to all of your Pokémon (including Magneton).

weakness | resistance -30 | retreat cost

©2007 Pokémon/Nintendo

Mawile

60 HP

BASIC

Call for Family

Search your deck for a Basic Pokémon and put it onto your Bench. Shuffle your deck afterward.

Pull Away 20

If your opponent has 5 or more cards in his or her hand, your opponent discards a number of cards until your opponent has 4 cards left in his or her hand.

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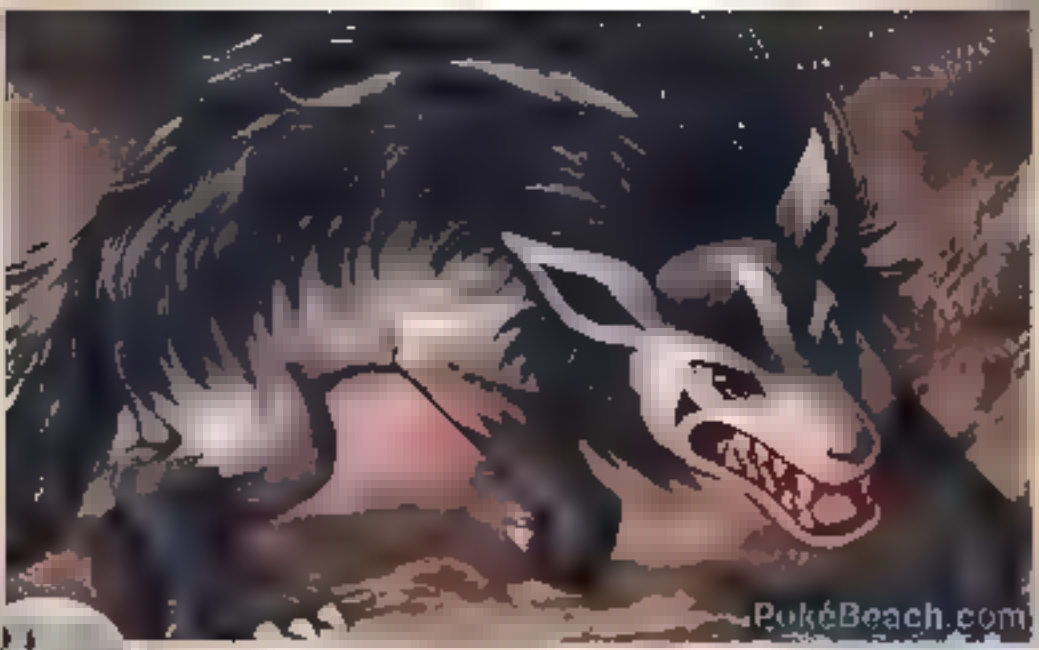
Mightyena

70 HP



STAGE 1 – *Evolves from Poochyena*

Plunder 30

Before doing damage, discard all Trainer cards attached to the Defending Pokémon.

* **Dark Burst** 50+

If Sidney's Stadium is in play, this attack does 50 damage plus 20 more damage.

weakness | resistance -30 | retreat cost

©2007 Pokémon/Nintendo

Ninetales

70 HP

STAGE 1

Evolves from Vulpix

Illus. Tomoya Imotani

Poké-BODY **Safeguard**

Prevent all effects of attacks, including damage, done to Ninetales by your opponent's Pokémon-ex.

Quick Attack 20+

Flip a coin. If heads, this attack does 20 damage plus 20 more damage.

Will-o'-the-wisp 50

weakness

resistance

retreat cost

©2007 Pokémon/Nintendo

Omastar

110 HP

STAGE 2

Evolves from Omanyte

Pull Down

If your opponent has any Evolved Pokémon in play, remove the highest Stage Evolution card from each of them and put those cards back into his or her hand.

Hydrocannon 30+

Does 30 damage plus 20 more damage for each Energy attached to Omastar but not used to pay for this attack's Energy cost. You can't add more than 40 damage in this way.

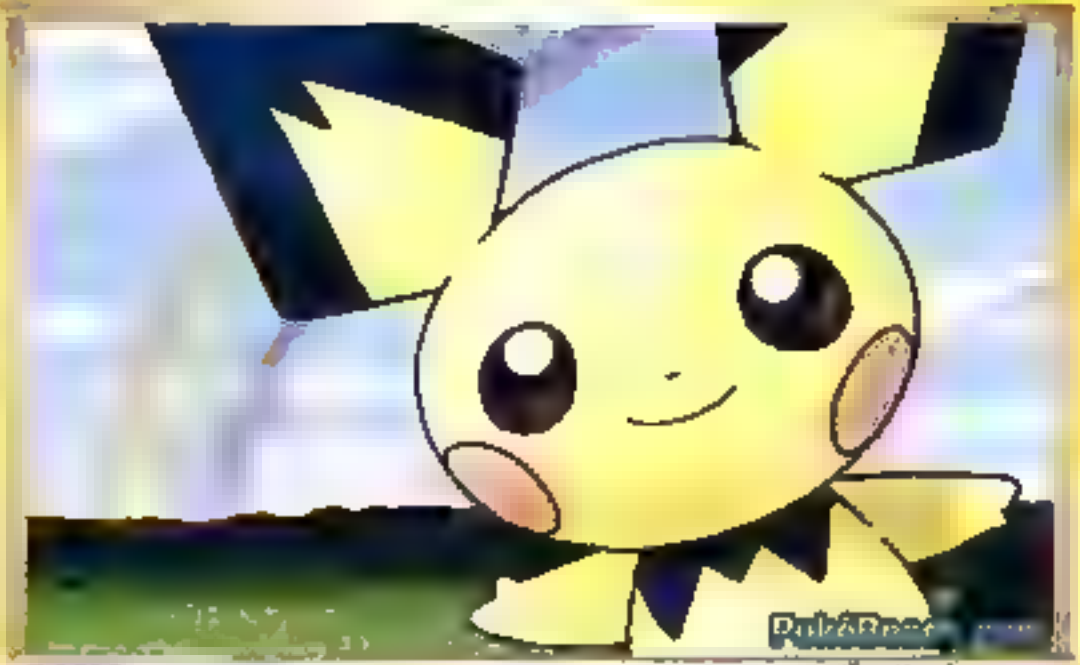
weakness

resistance

retreat cost

Pichu

50 HP



BASIC

Illus. Ken Sugimori

Poké-Power Baby Evolution

Once during your turn *(before your attack)*, you may put Pikachu from your hand onto Pichu (this counts as evolving Pichu) and remove all damage counters from Pichu.

Cry for Help

Search your deck for a Pokémon (excluding Pokémon-ex), show it to your opponent, and put it into your hand. Shuffle your deck afterward.

weakness | resistance | retreat cost

©2007 Pokémon/Nintendo

Sableye

60 HP

BASIC

Illus. Ayaka Yoshida

Poké-BODY **Synergy Effect**

If Phoebe's Stadium is in play, prevent all damage done to Sableye by attacks from your opponent's Pokémon-ex.

Down Draw

Draw 2 cards from the bottom of your deck.

Feint Attack

Choose 1 of your opponent's Pokémon. This attack does 20 damage to that Pokémon. This attack's damage isn't affected by Weakness, Resistance, Poké-Powers, Poké-Bodies, or any other effects on that Pokémon.

Weakness

Resistance

Retreat Cost

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Seviper

70 HP

BASIC

Illus. Midori Harada

Sharp Fang 10

Toxic

The Defending Pokémon is now Poisoned. Put 2 damage counters instead of 1 on the Defending Pokémon between turns.

weakness resistance retreat cost

©2007 Pokémon/Nintendo

Wobbuffet

80 HP

BASIC

Poké-BODY **Safeguard**

Prevent all effects of attacks, including damage, done to Wobbuffet by your opponent's Pokémon-ex.

Flip Over 50

Wobbuffet does 10 damage to itself, and don't apply Weakness and Resistance to this damage.

weakness

©2007 Pokémon

Zangoose

70 HP

BASIC

Illus. Ken Sugimori

Poké-BODY **Thick Skin**

Zangoose can't be affected by any Special Conditions.

Call for Family

Search your deck for up to 2 Basic Pokémon and put them onto your Bench. Shuffle your deck afterward.

Sharp Claws 10+

Flip a coin. If heads, this attack does 10 damage plus 20 more damage.

weakness | resistance | retreat cost

©2007 Pokémon/Nintendo

Anorith

70 HP

Illus. Midori Harada

STAGE 1

Evolves from Claw Fossil

Poké-BODY **Solid Shell**

Any damage done to Anorith by attacks is reduced by 10 *(after applying Weakness and Resistance)*.

Fury Cutter 10+

Flip 3 coins. If 1 of them is heads, this attack does 10 damage plus 10 more damage. If 2 of them are heads, this attack does 10 damage plus 30 more damage. If all of them are heads, this attack does 10 damage plus 50 more damage.

weakness resistance retreat cost

©2007 Pokémon/Nintendo

Cacturne

70 HP

STAGE 1

Evolves from Cacnea

Illus. Ken Sugimori

Poké-POWER **Poison Structure**

Once during your turn *(before your attack)*, if Sidney's Stadium is in play, you may choose 1 of the Defending Pokémon. That Pokémon is now Poisoned. This power can't be used if Cacturne is affected by a Special Condition.

Pin Missile 20×

Flip 4 coins. This attack does 20 damage times the number of heads.

weakness | resistance -30 | retreat cost

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Charmeleon

70 HP

STAGE 1

Evolves from Charmander

Scary Face

Flip a coin. If heads, the Defending Pokémon can't attack or retreat during your opponent's next turn.

Flame Tail 50

weakness

resistance

retreat cost

©2007 Pokémon/Nintendo

Combusken

80 HP

STAGE 1

Evolves from Torchic

Illus. Atsuko Nishida

Poké-BODY **Natural Cure**

When you attach a Energy card from your hand to Combusken, remove all Special Conditions from Combusken.

Lunge 50

Flip a coin. If tails, this attack does nothing.

weakness

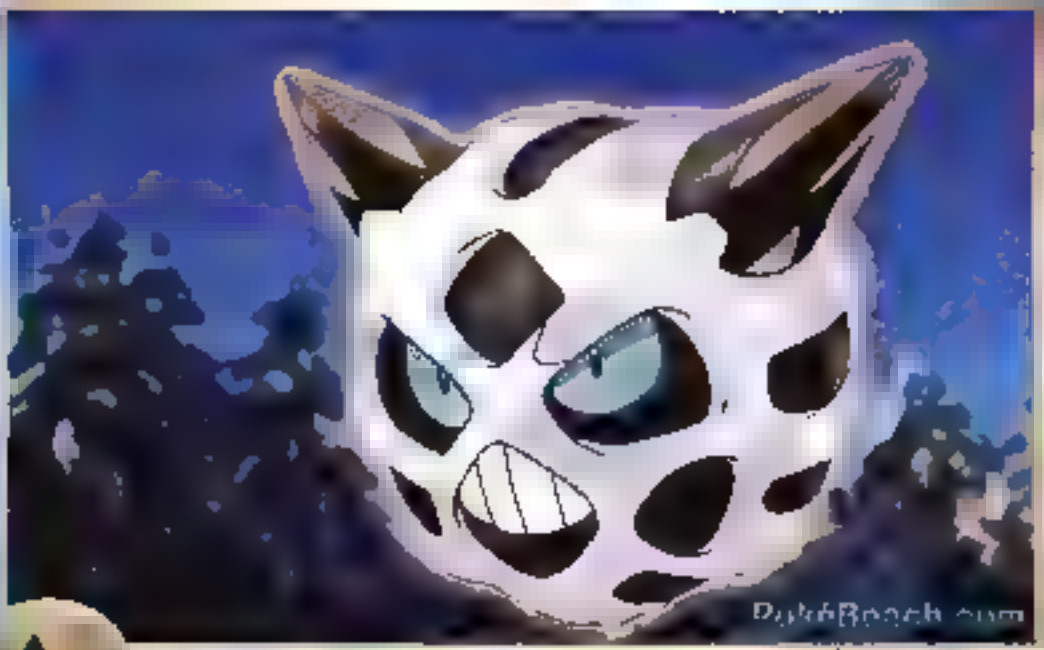
resistance

retreat cost

©2007 Pokémon/Nintendo

Glalie

80 HP



STAGE 1

Evolves from Snorunt

Poké-BODY **Synergy Effect**

If Glacia's Stadium is in play, any damage done to Glalie by attacks from your opponent's Pokémon is reduced by 30 *(after applying Weakness and Resistance)*.

Powder Snow 20

The Defending Pokémon is now Asleep.

Double-edge 60

Glalie does 10 damage to itself.

weakness resistance retreat cost

Kirlia

70 HP

STAGE 1

Evolves from Ralts

Illus. Sachiko Kojima

Hypnosis

The Defending Pokémon is now Asleep.

Dream Eater 50

If the Defending Pokémon is not Asleep, this attack does nothing.

weakness

resistance

retreat cost

©2007 Pokémon

Lairon

70 HP

STAGE 1

Evolves from Aron

Granite Head 20

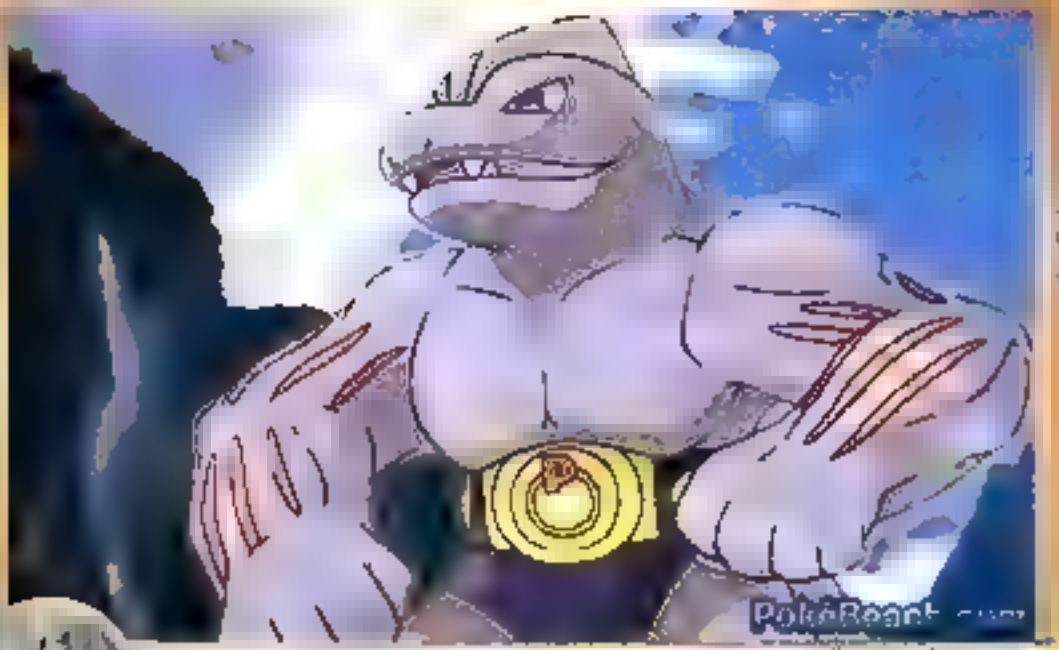
During your opponent's next turn, any damage done to Lairon by attacks is reduced by 10 *(after applying Weakness and Resistance)*.

Stomp 30+

Flip a coin. If heads, this attack does 30 damage plus 20 more damage.

Machoke

80 HP



STAGE 1

Evolves from Machop

Illus. Ken Sugimori

Steady Punch 10+

Flip a coin. If heads, this attack does 10 damage plus 20 more damage.

Mega Kick 50

weakness resistance retreat cost

©2002 Pokémon/Nintendo

Medicham

80 HP

STAGE 1 *Evolves from Meditite*

Poké-BODY **Vigorous Aura**

As long as Medicham is your Active Pokémon, attacks by each player's Active Pokémon do 10 more damage to any Active Pokémon *(before applying Weakness and Resistance)*.

Punch 30

Rolling Kick 40

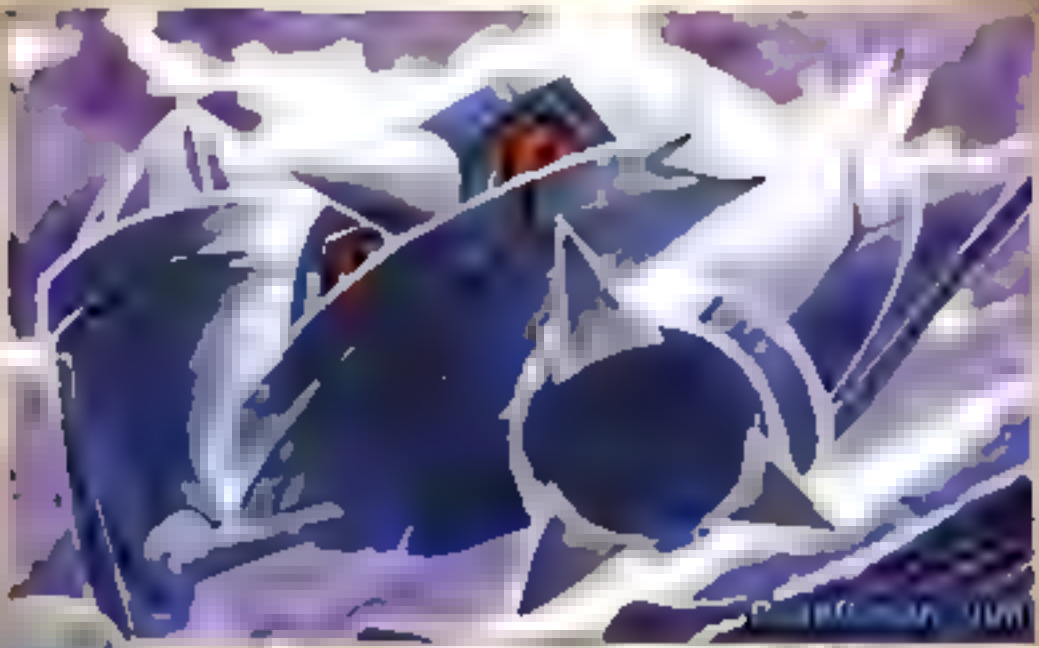
Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

Weakness Resistance Retreat Cost

©07 Pokémon/Nintendo

Metang

80 HP



STAGE 1

Evolves from Beldum

Poké BODY Clear Body

Metang can't be affected by any Special Conditions.

Extra Comet Punch 30+

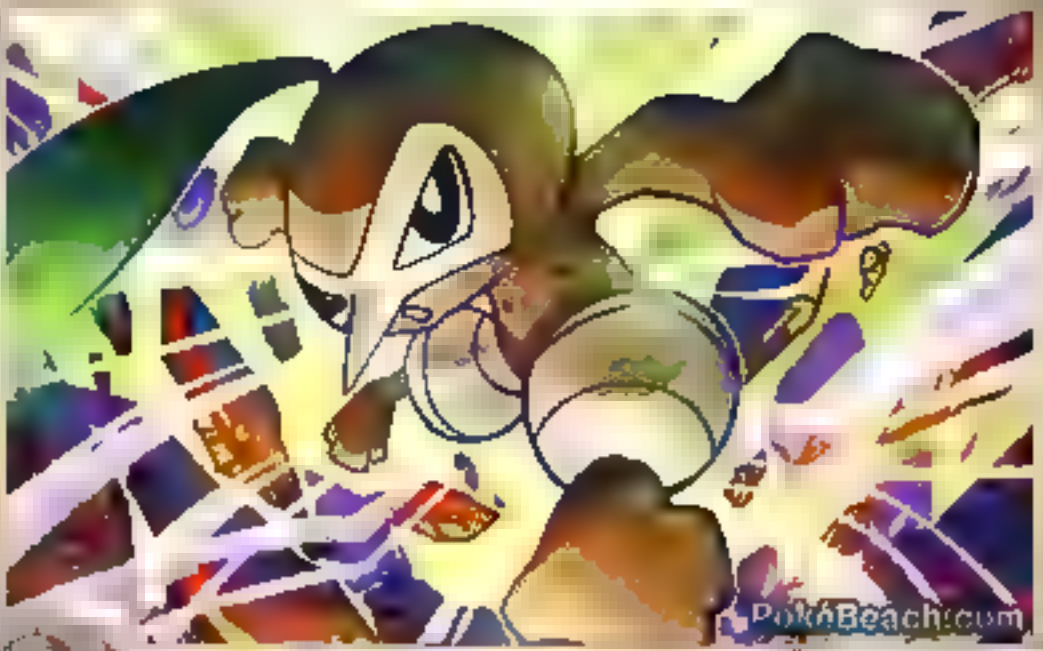
During your next turn, Extra Comet Punch does 30 damage plus 30 more damage.

©2007 Pokémon/Nintendo

35/100

Nuzleaf

70 HP



STAGE 1

Evolves from Seedot

Illus. Hajime Kusajima

Fake Out 10

Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

Gentle Slap 40

weakness

resistance -30

retreat cost

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36/109

Sealeo

70 HP

Illus. Ken Sugimori

STAGE 1

Evolves from Spheal

Ice Beam 20

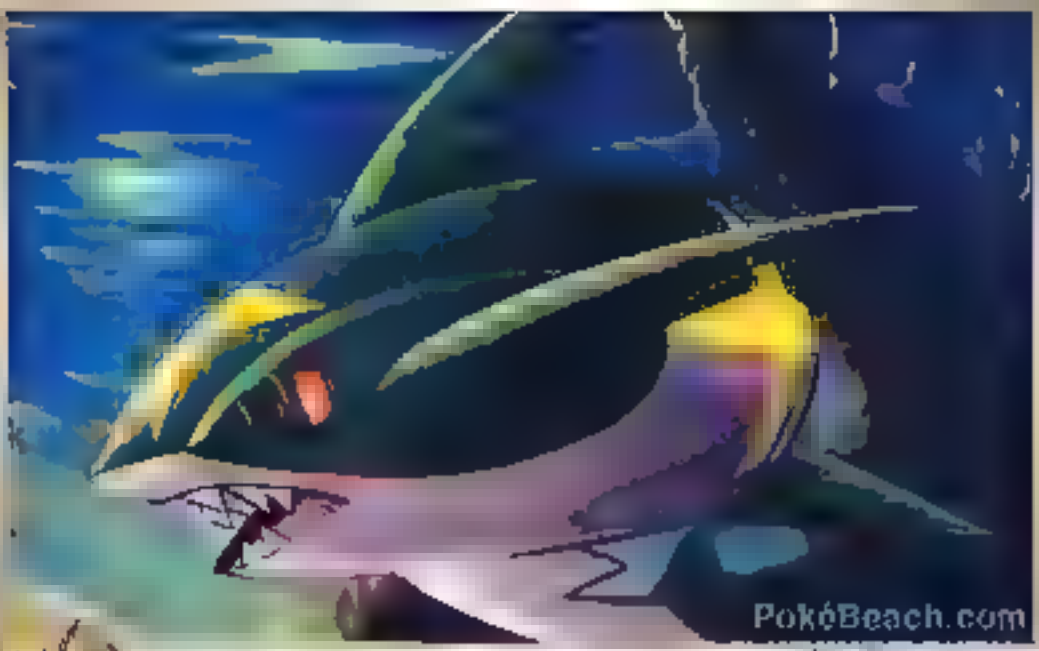
Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

weakness resistance retreat cost

©2007 Pokémon/Nintendo

Sharpedo

70HP



STAGE 1

Evolves from Carvanha

Tight Jaw 20

Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

Darkness Charge 50

Put 1 damage counter on Sharpedo.

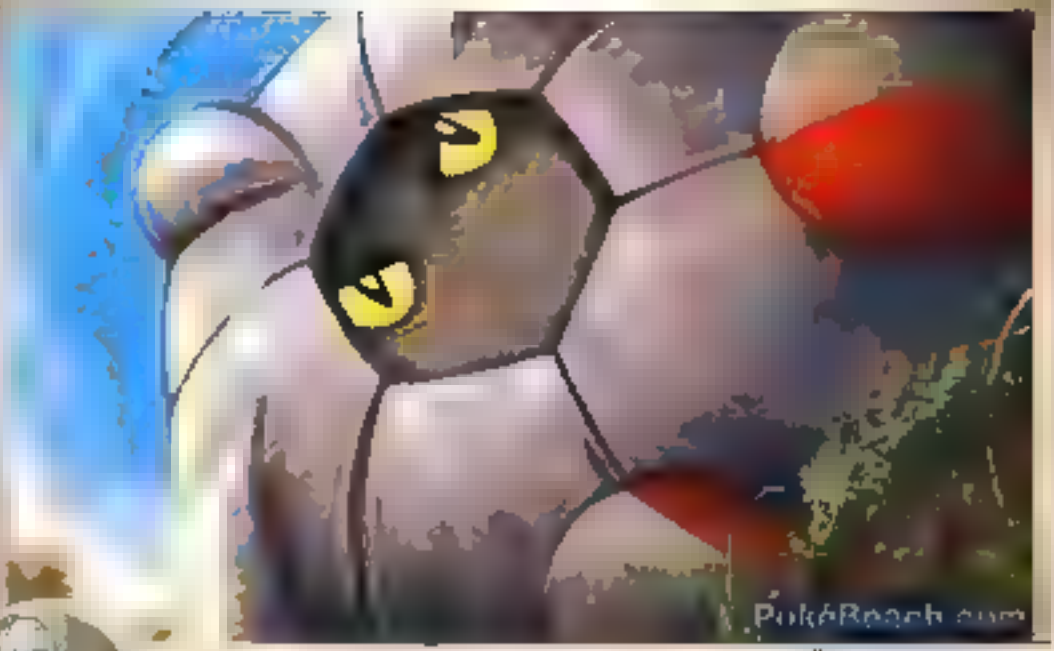
weakness | resistance -30 | retreat cost

VFZ-YCY-TRG ©2007 Pokémon/Nintendo

38/108

Shelgon

80 HP



STAGE 1

Evolves from Bagon

Illus. Midori Harada

Rage 10+

Does 10 damage plus 10 more damage for each damage counter on Shelgon.

Rolling Tackle 40

weakness

resistance -30

retreat cost

©2007 Pokémon/Nintendo

Vibrava

80 HP

STAGE 1

Evolves from Trapinch

Illus. Mitsuhiro Arita

Ram 20

Dragonbreath 60

Flip a coin. If tails, this attack does nothing. If heads, the Defending Pokémon is now Paralyzed.

weakness

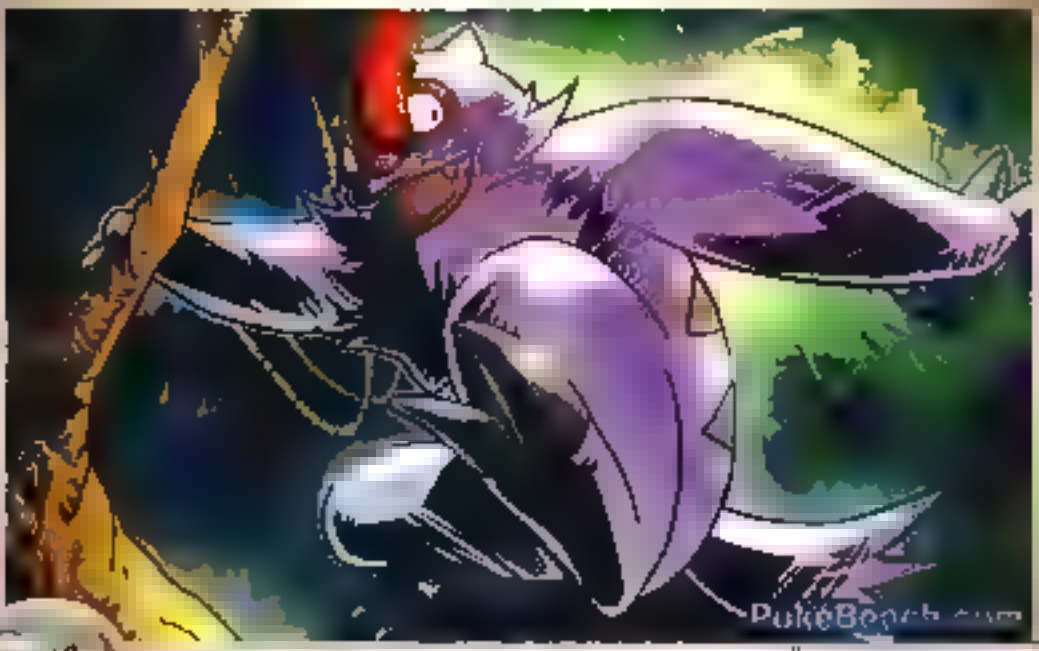
resistance -30

retreat cost

©2007 Pokémon/Nintendo

Vigoroth

70 HP



STAGE 1

Evolves from Slakoth

Illus. Hajime Kusajima

Poké-BODY **Strikes Back**

If Vigoroth is your Active Pokémon and is damaged by an opponent's attack *(even if Vigoroth is Knocked Out)*, put 1 damage counter on the Attacking Pokémon.

Ambush 20+

Flip a coin. If heads, this attack does 20 damage plus 20 more damage

weakness | resistance | retreat cost

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Aron

50 HP

BASIC

Dig Deep

Search your discard pile for an Energy card, show it to your opponent, and put it into your hand

Tackle 20

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42/108

Bagon

50 HP

BASIC

Illus. Mitsuhiro Arita

Retaliate 10×

Does 10 damage times the number of damage counters on Bagon.

weakness

resistance -30

retreat cost

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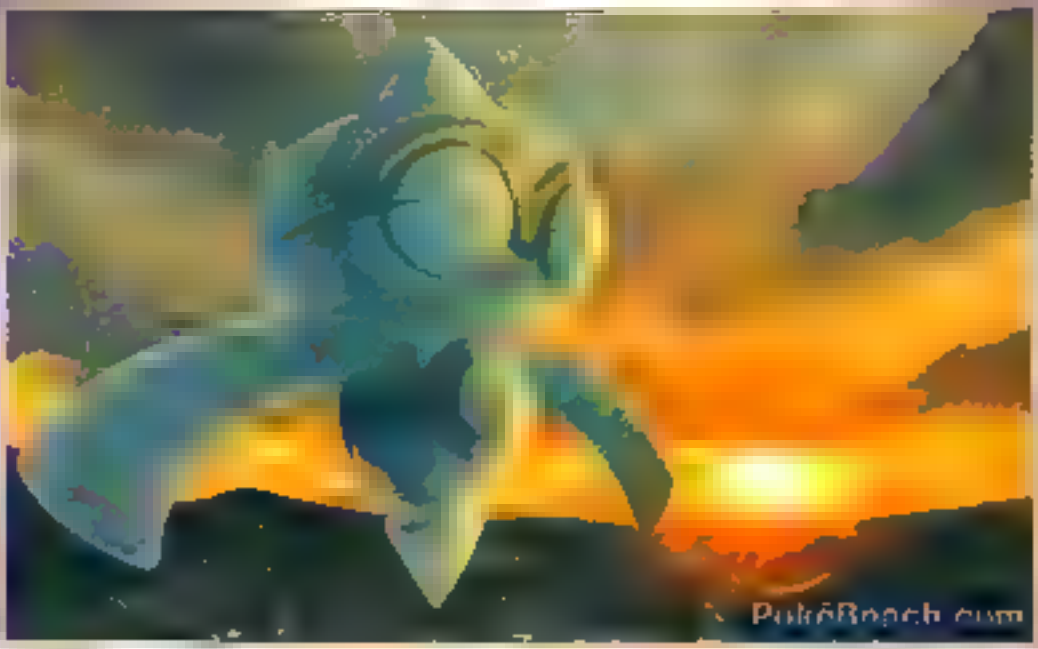
Baltoy

50 HP



BASIC

Illus. Ken Sugimori

Psybeam 10

Flip a coin. If heads, the Defending Pokémon is now Confused.

Spinning Attack 20

Weakness

Resistance

Retreat Cost

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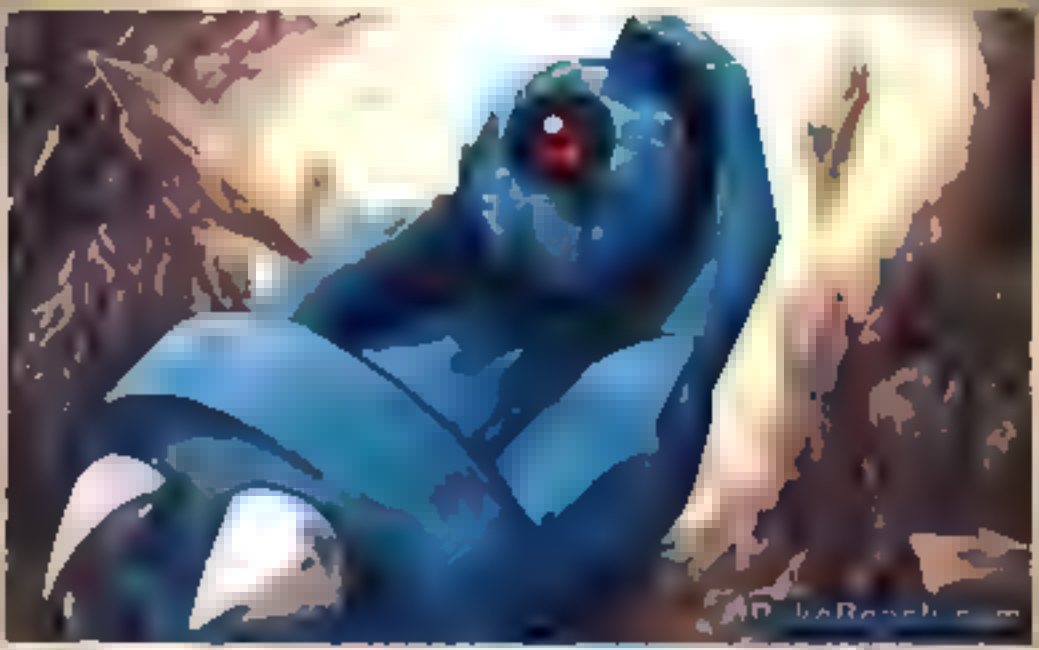
Beldum

50 HP



BASIC

Magnetic Lines 10

Flip a coin. If heads, move a basic Energy card from the Defending Pokémon to another of your opponent's Pokemon. (Ignore this effect if your opponent has only 1 Pokémon.)

©2007 Pokémon/Nintendo

Cacnea

50 HP

BASIC

Illus. Hajime Kusajima

Feint Attack

Choose 1 of your opponent's Pokémon. This attack does 10 damage to that Pokémon. This attack's damage isn't affected by Weakness, Resistance, Poké-Powers, Poké-Bodies, or any other effects on that Pokémon.

weakness

resistance

retreat cost

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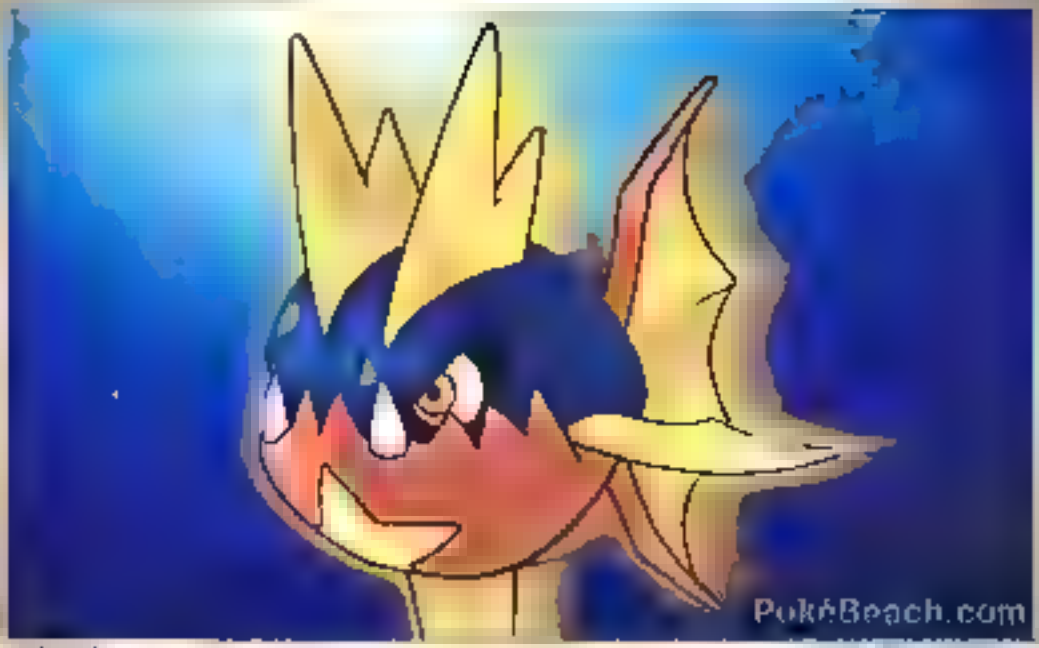
Carvanha

40 HP



BASIC

Poké BODY **Rough Skin**

If Carvanha is your Active Pokémon and is damaged by an opponent's attack *(even if Carvanha is Knocked Out)*, put 1 damage counter on the Attacking Pokémon.

Gnaw 20

weakness | resistance -30 | retreat cost

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Charmander

50 HP

BASIC

Smokescreen 10

If the Defending Pokémon tries to attack during your opponent's next turn, your opponent flips a coin. If tails, that attack does nothing.

weakness resistance retreat cost

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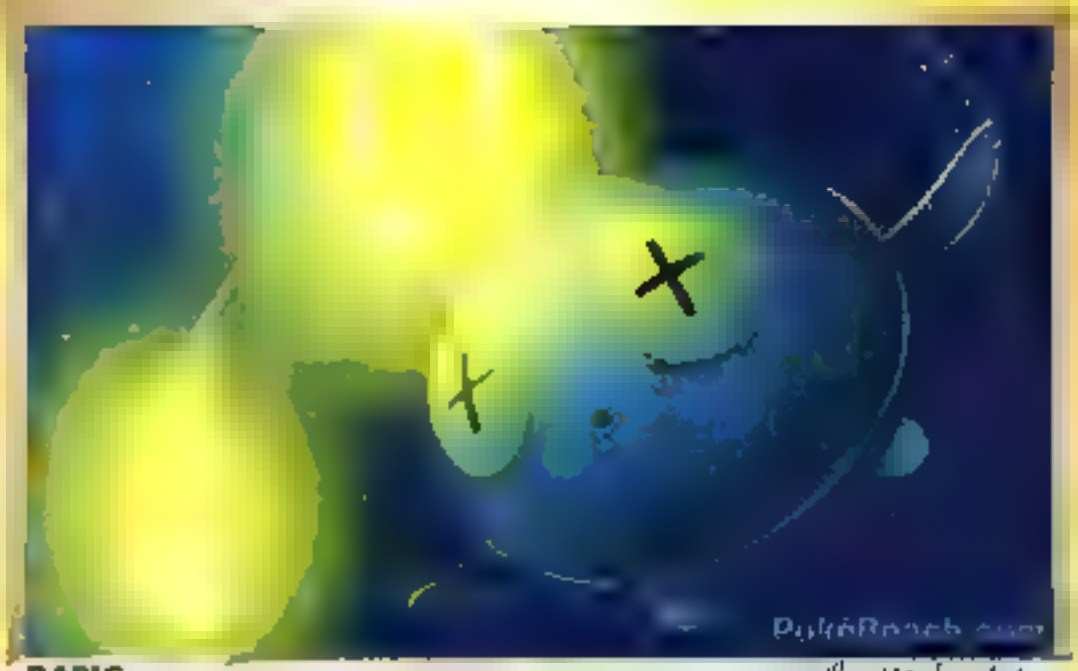
Chinchou

50 HP



BASIC

Illus. Mitsuhiro Arita

Positive Ion 10+

Flip a coin. If heads, this attack does 10 damage plus 10 more damage.

Negative Ion 10

During your opponent's next turn, any damage done by attacks from the Defending Pokémon is reduced by 10 *(before applying Weakness and Resistance)*.

weakness | resistance | retreat cost

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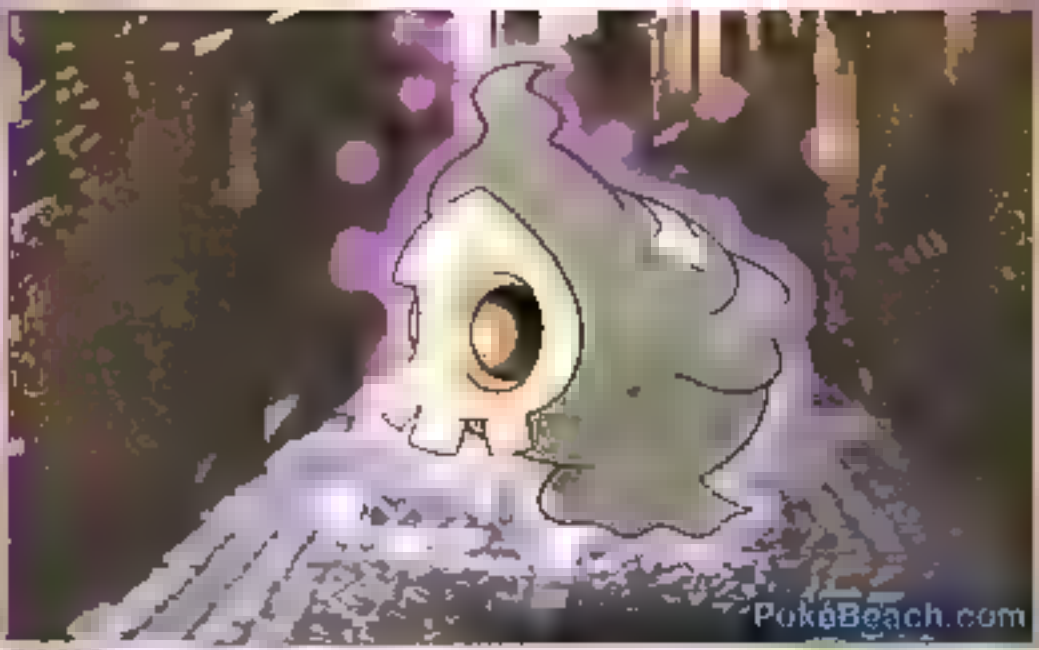
Duskull

50 HP



BASIC

Surprise Attack 30

Flip a coin. If tails, this attack does nothing.

weakness resistance retreat cost

©2007 Pokémon

Kabuto

60 HP

STAGE 1

Evolves from Mysterious Fossil

illus. Ken Sugimori

Fast Evolution

Search your deck for an Evolution card, show it to your opponent, and put it into your hand. Shuffle your deck afterward.

Double Scratch 20×

Flip 2 coins. This attack does 20 damage times the number of heads.

weakness | resistance | retreat cost

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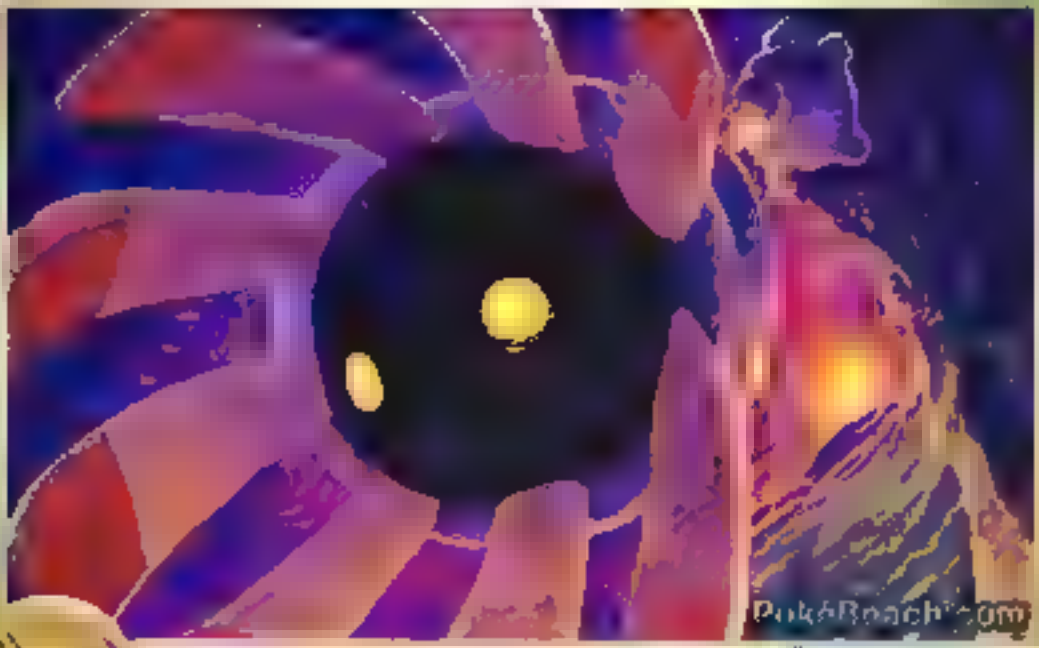
Lileep

80 HP



STAGE 1

Evolves from Root Fossil

Surprise 20

Choose 1 card from your opponent's hand without looking. Look at the card you chose, then have your opponent shuffle that card into his or her deck.

Acid 40

The Defending Pokémon can't retreat during your opponent's next turn.

weakness | resistance | retreat cost

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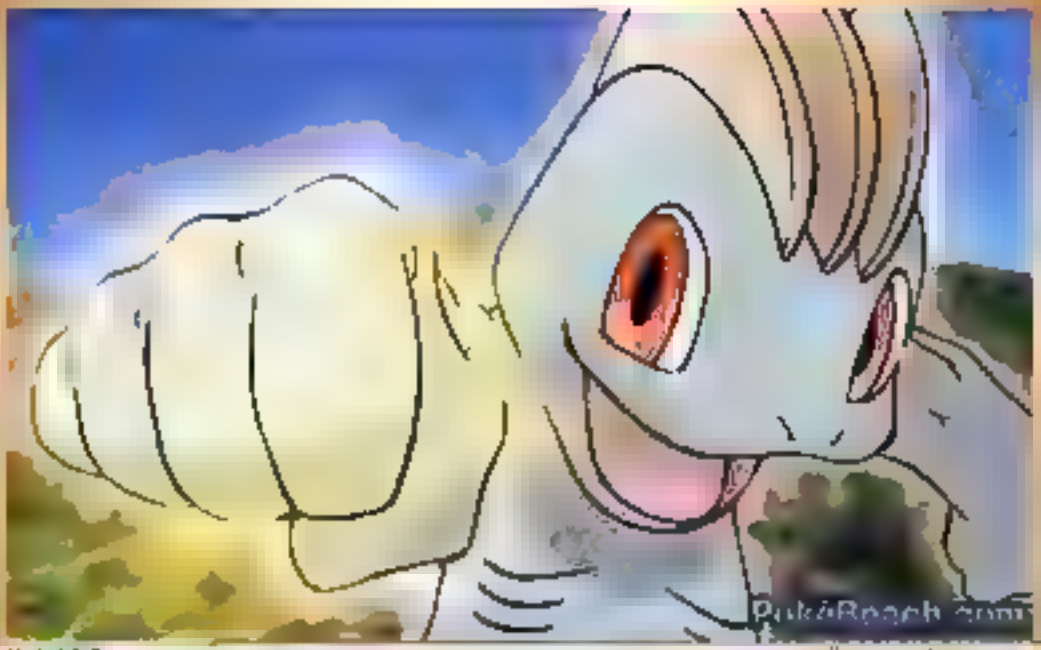
Machop

50 HP



BASIC

Illus. Ken Sugimori

Smash Punch 20

Flip a coin. If tails, this attack does nothing.

Submission 30

Machop does 10 damage to itself.

weakness | resistance | retreat cost

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Magnemite

50 HP

BASIC

Illus. Hajime Kusajima

Ram 10

Spark 20

Does 10 damage to 1 of your opponent's Benched Pokémon. *(Don't apply Weakness and Resistance for Benched Pokémon.)*

weakness | resistance -30 | retreat cost

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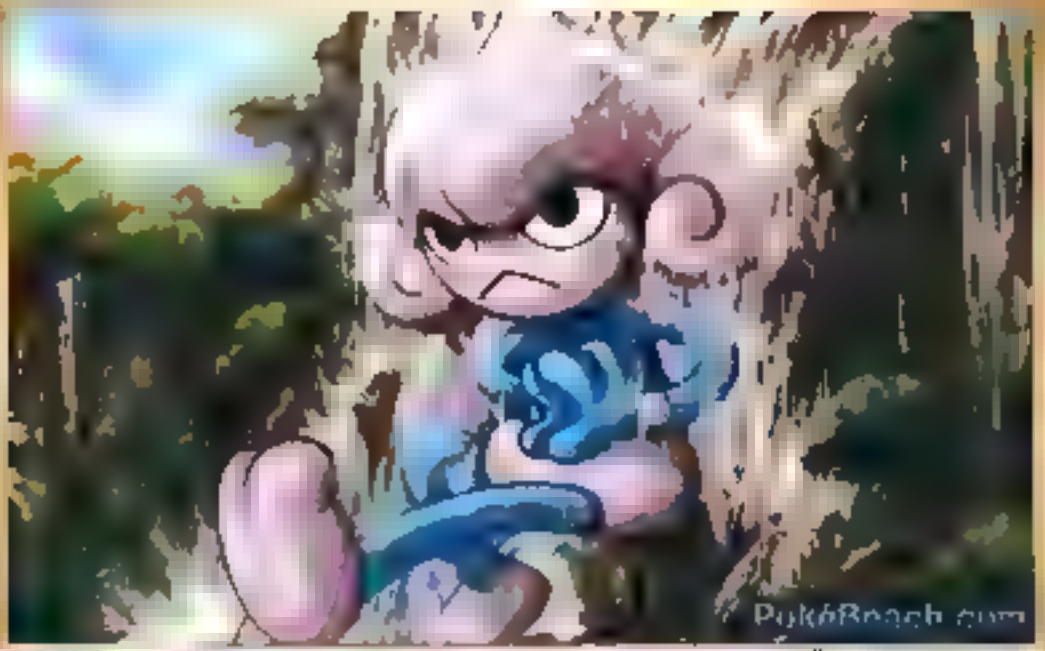
Meditite

40 HP



BASIC

Illus. Midori Harada

Psyshock 10

Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

Cross Chop 10+

Flip a coin. If heads, this attack does 10 damage plus 10 more damage.

weakness resistance retreat cost

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Omanyte

70 HP

STAGE 1

Evolves from Mysterious Fossil

Influence

Search your deck for Omanyte, Kabuto, Aerodactyl, Lileep, or Anorith and put up to 2 of them onto your Bench. Shuffle your deck afterward. Treat the new Benched Pokémon as Basic Pokémon.

Mud Shot 20

weakness resistance retreat cost

Pikachu

40 HP

BASIC

Illus. Kagemaru Himeno

Charge

Search your discard pile for a Energy card and attach it to Pikachu.

Slam 20×

Flip 2 coins. This attack does 20 damage times the number of heads.

weakness | resistance | retreat cost

©2007 Pokémon/Nintendo

Poochyena

50 HP

BASIC

Double Kick 10×

Flip 2 coins. This attack does 10 damage times the number of heads.

weakness | resistance -30 | retreat cost

©2007 Pokémon/Nintendo

Ralts

50 HP

BASIC

Slap 10

Teleportation Burst 20

Switch Ralts with 1 of your Benched Pokémon

weakness resistance retreat

©2007 Pokémon

Seedot

40 HP

BASIC

Illus. Kouki Horada

Nap

Remove 2 damage counters from Seedot.

Double Spin 20×

Flip 2 coins. This attack does 20 damage times the number of heads.

weakness resistance retreat cost

©2007 Pokémon/Nintendo

Shuppet

50 HP

BASIC

Illus. Ken Sugimori

Bad Dream 10

Flip a coin. If heads, the Defending Pokémon is now Asleep. If tails, the Defending Pokémon is now Confused.

weakness

resistance

retreat cost

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Skitty

50 HP

BASIC

Illus. Tomokazu Komiya

Tail Whip

Flip a coin. If heads, the Defending Pokémon can't attack during your opponent's next turn.

Tackle 20

weakness

resistance

retreat cost

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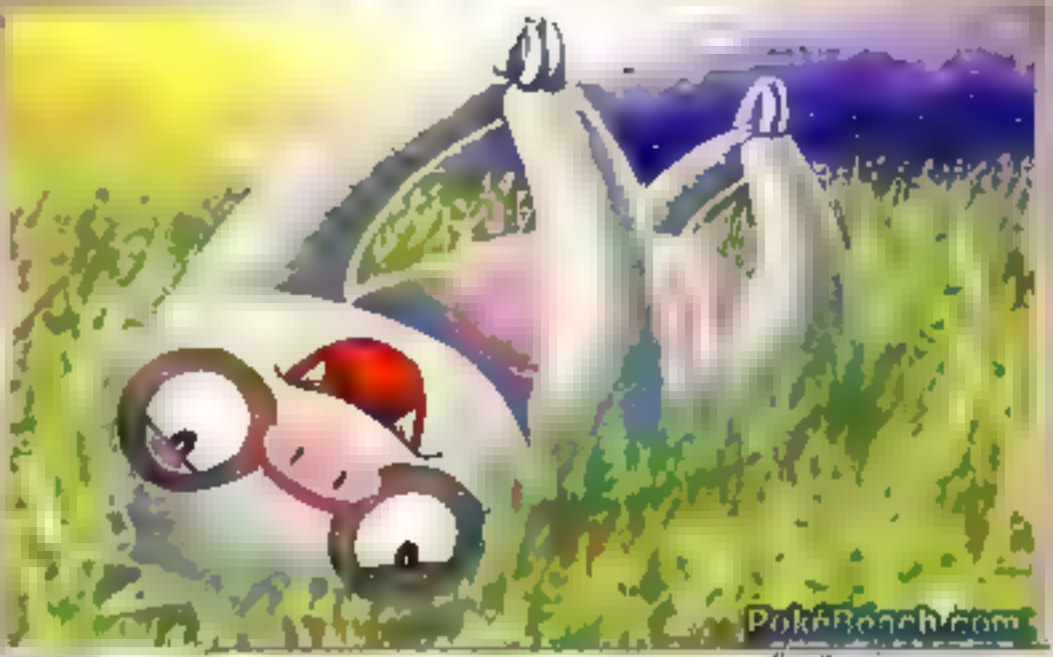
Slakoth

40 HP



BASIC

Illus. Tomokazu Komiya

Amnesia

Choose 1 of the Defending Pokémon's attacks. That Pokémon can't use that attack during your opponent's next turn.

Scratch 10

weakness resistance retreat cost

©2007 Pokémon/Nintendo

Snorunt

50 HP

BASIC

Illus. Ken Sugimori

Pebble Throw

Choose 1 of your opponent's Benched Pokémon. This attack does 10 damage to that Pokémon. *(Don't apply Weakness and Resistance for Benched Pokémon.)*

Double Headbutt 20×

Flip 2 coins. This attack does 20 damage times the number of heads.

weakness resistance retreat cost

Spheal

40 HP

BASIC

Illus. Ken Sugimori

Defense Curl

Flip a coin. If heads, prevent all damage done to Spheal during your opponent's next turn.

Aurora Beam 20

weakness

resistance

retreat cost

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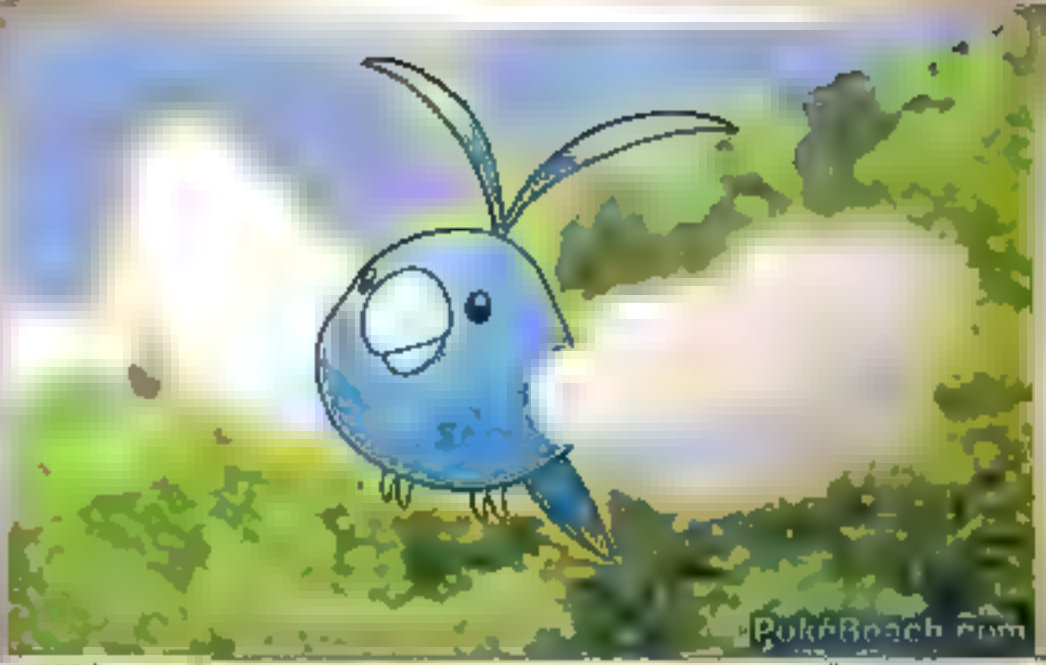
Swablu

40 HP



BASIC

Illus. Ken Sugimori

Fury Attack 10×

Flip 3 coins. This attack does 10 damage times the number of heads.

weakness

resistance -30

retreat cost

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Torchic

50 HP

BASIC

Illus. Mitsuhiro Arita

Super Singe 10

Flip a coin. If heads, the Defending Pokémon is now Burned.

weakness | resistance | retreat cost

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Trapinch

50 HP

BASIC

Illus. Sachiko Adachi

Surprise Attack 20

Flip a coin. If tails, this attack does nothing.

weakness resistance retreat cost

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Vulpix

50 HP

BASIC

Illus. Ken Sugimo

Confuse Ray

Flip a coin. If heads, the Defending Pokémon is now Confused.

Ember 30

Discard a Fire Energy attached to Vulpix.

weakness resistance retreat cost

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Wynaut

50 HP

BASIC

Poké-POWER **Baby Evolution**

Once during your turn *(before your attack)*, you may put Wobbuffet from your hand onto Wynaut (this counts as evolving Wynaut) and remove all damage counters from Wynaut.

★ **Flail** 10×

Does 10 damage times the number of damage counters on Wynaut.

weakness

resistance

retreat cost

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TRAINER

Stadium

Battle Frontier

This card stays in play when you play it. Discard this card if another Stadium card comes into play. If another card with the same name is in play, you can't play this card.

Each player's ✱ Evolved Pokémon, ● Evolved Pokémon, and ● Evolved Pokémon can't use any Poké-Powers or Poké-Bodies.

TRAINER

Stadium

Drake's Stadium

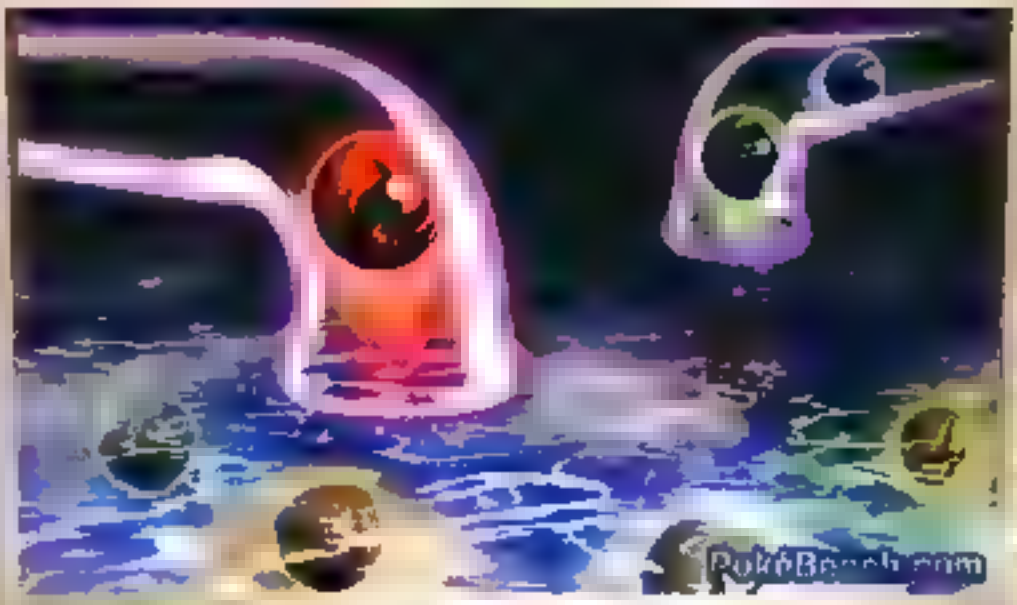
Illus. Ryo Ueda

This card stays in play when you play it. Discard this card if another Stadium card comes into play. If another card with the same name is in play, you can't play this card.

Any damage done to ✱ Active Pokémon *(both yours and your opponent's)* by an opponent's attack is reduced by 10 *(after applying Weakness and Resistance)*

TRAINER

Energy Recycle System



Search your discard pile for basic Energy cards. You may either show 1 basic Energy card to your opponent and put it into your hand, or show 3 basic Energy cards to your opponent and shuffle them into your deck.

TRAINER

Energy Removal 2

Illus. Keiji Kinebuchi

Flip a coin. If heads, choose 1 Energy card attached to 1 of your opponent's Pokémon and discard it.

TRAINER

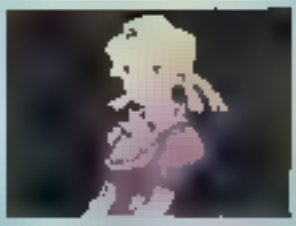
Energy Switch

Move a basic Energy card attached to 1 of your Pokémon to another of your Pokémon.

TRAINER

Stadium

Glacia's Stadium



This card stays in play when you play it. Discard this card if another Stadium card comes into play. If another card with the same name is in play you can't play this card.

Each player's Pokémon (excluding Pokémon-ex) has no Weakness.

TRAINER

Great Ball

Search your deck for a Basic Pokémon (excluding Pokémon-ex) and put it onto your Bench. Shuffle your deck afterward.

TRAINER

Master Ball

Illus. Keiji Kinebuchi

Look at the top 7 cards from your deck. Choose a Basic Pokémon or Evolution card from those cards, show it to your opponent, and put it into your hand. Put the other 6 cards back on top of your deck. Shuffle your deck afterward.

TRAINER

Stadium

Phoebe's Stadium

Illus. Ryo Ueda

This card stays in play when you play it. Discard this card if another Stadium card comes into play. If another card with the same name is in play, you can't play this card.

Each player pays [C][C] less to retreat his or her [P] Pokémon.

TRAINER

Supporter

Professor Birch

You can play only one Supporter card each turn. When you play this card, put it next to your Active Pokémon. When your turn ends, discard this card.

Draw cards from your deck until you have 6 cards in your hand.

TRAINER

Supporter

Scott

Illus. Ken Sugimori

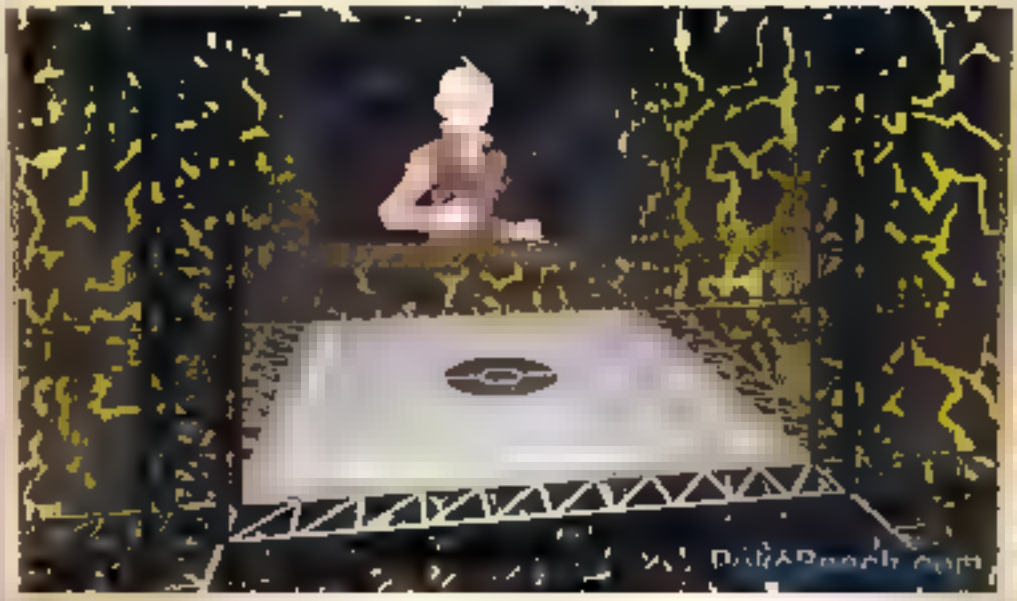
You can play only one Supporter card each turn. When you play this card, put it next to your Active Pokémon. When your turn ends, discard this card.

Search your deck for up to 3 cards in any combination of Supporter cards and Stadium cards, show them to your opponent, and put them into your hand. Shuffle your deck afterward.

TRAINER

Stadium

Sidney's Stadium



Illus. Ryo Ueda

This card stays in play when you play it. Discard this card if another Stadium card comes into play. If another card with the same name is in play, you can't play this card.

Each player's Pokémon can't be Asleep, Confused, or Paralyzed.

TRAINER

Supporter

Steven's Advice

Illus. Ken Sugimori

You can play only one Supporter card each turn. When you play this card, put it next to your Active Pokémon. When your turn ends, discard this card.

Draw a number of cards up to the number of your opponent's Pokémon in play.

If you have 7 or more cards (including this one) in your hand, you can't play this card.

TRAINER

Claw Fossil HP 40

Illus. Ryo Ueda

Play Claw Fossil as if it were a Basic Pokémon. While in play, Claw Fossil counts as a ✱ Pokémon (as well as a Trainer card). Claw Fossil has no attacks of its own, can't retreat, and can't be affected by any Special Conditions. If Claw Fossil is Knocked Out, it doesn't count as a Knocked Out Pokémon. (Discard it anyway.) At any time during your turn before your attack, you may discard Claw Fossil from play.

Poké-Body Jagged Stone

If Claw Fossil is your Active Pokémon and is damaged by an opponent's attack *(even if Claw Fossil is Knocked Out)*, put 1 damage counter on the Attacking Pokémon.

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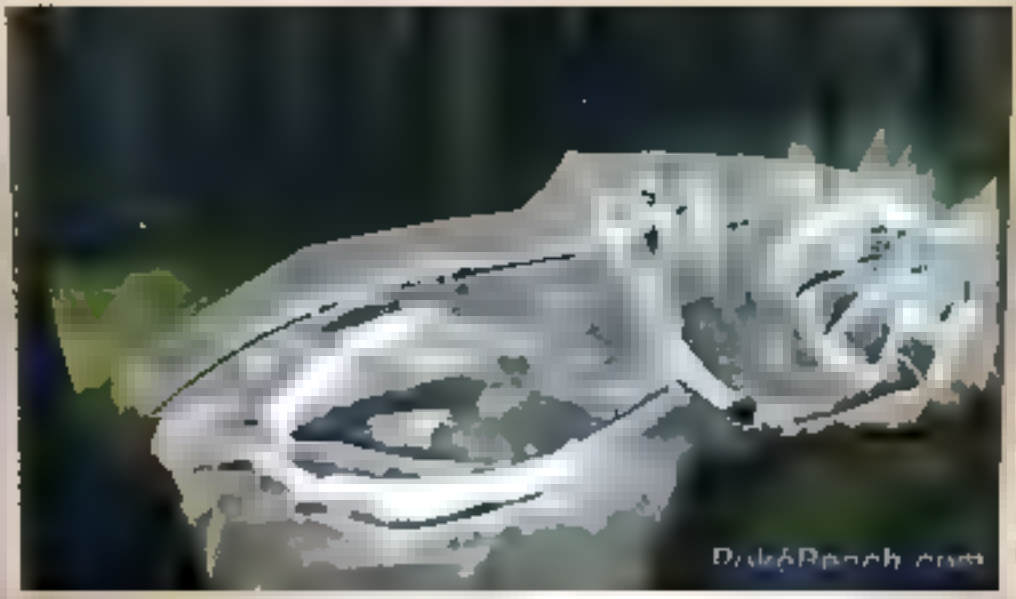
TRAINER

Mysterious Fossil HP 50

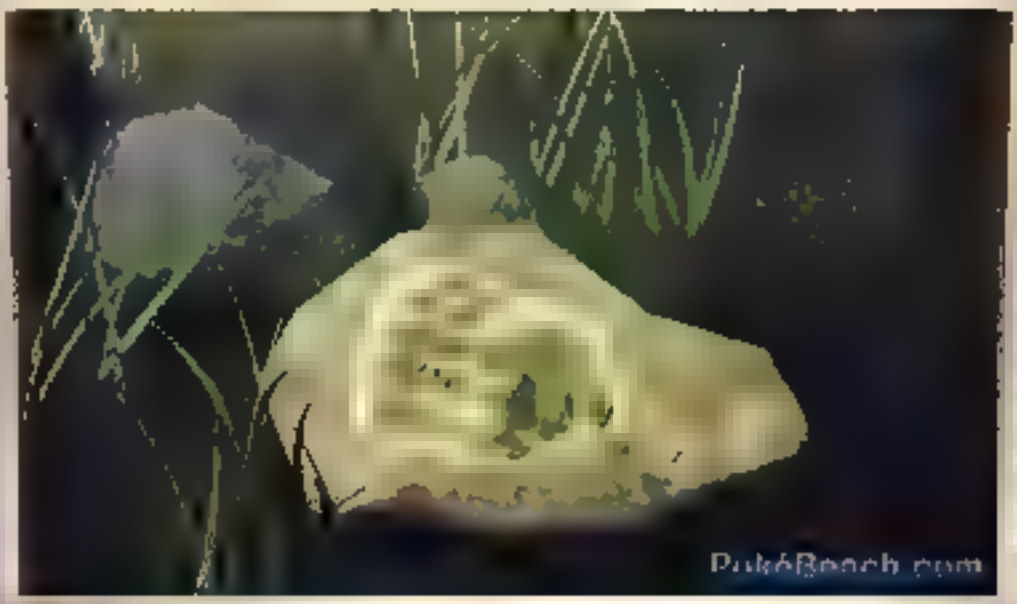


Illus. Ryo Ueda

Play Mysterious Fossil as if it were a Basic Pokémon. While in play, Mysterious Fossil counts as a ✱ Pokémon (as well as a Trainer card). Mysterious Fossil has no attacks of its own, can't retreat, and can't be affected by any Special Conditions. If Mysterious Fossil is Knocked Out, it doesn't count as a Knocked Out Pokémon (Discard it anyway.) At any time during your turn before your attack, you may discard Mysterious Fossil from play.

TRAINER

Root Fossil HP 40



Illus. Ryo Ueda

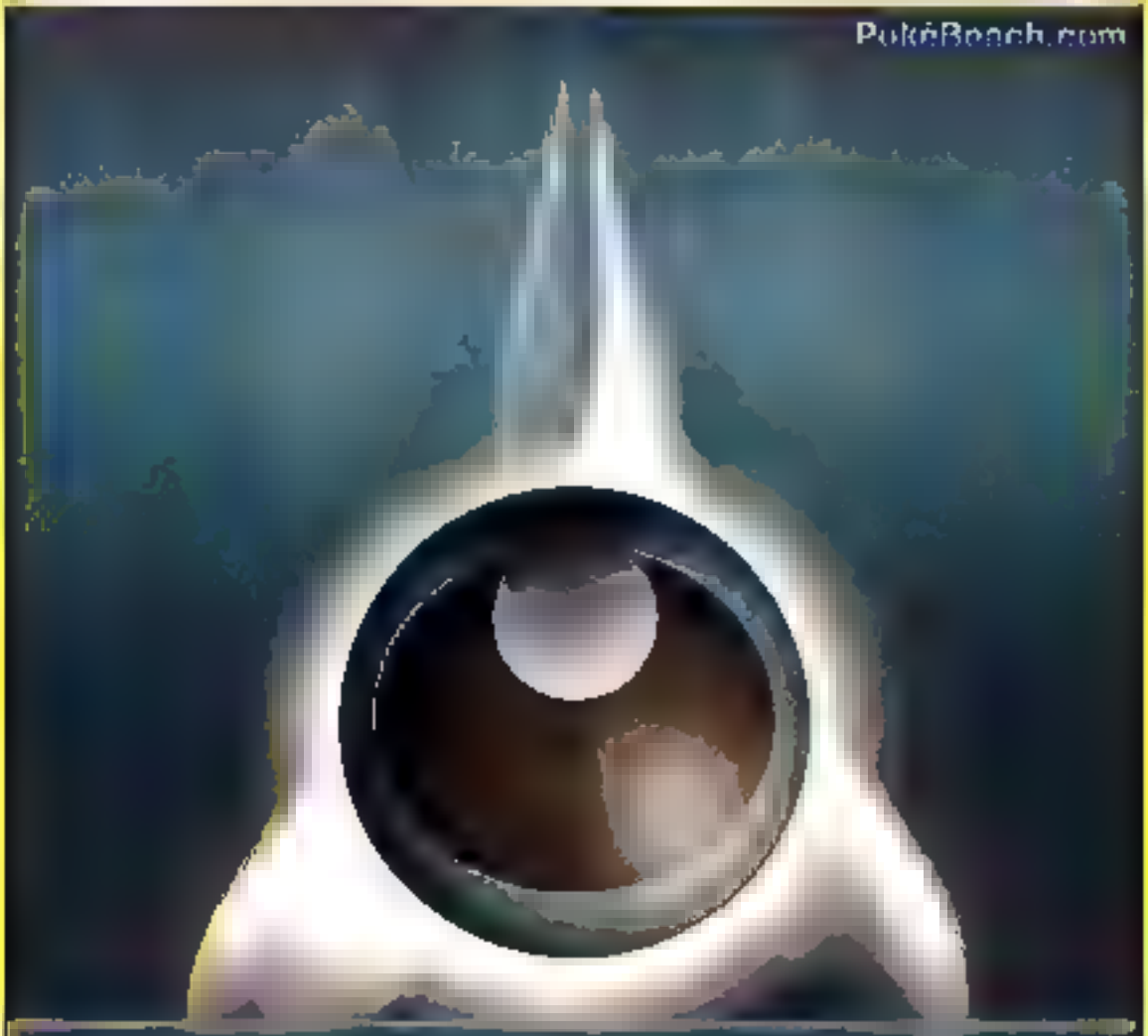
Play Root Fossil as if it were a Basic Pokémon. While in play, Root Fossil counts as a ◆ Pokémon (as well as a Trainer card). Root Fossil has no attacks of its own, can't retreat, and can't be affected by any Special Conditions. If Root Fossil is Knocked Out, it doesn't count as a Knocked Out Pokémon. (Discard it anyway.) At any time during your turn before your attack, you may discard Root Fossil from play.

POKÉ-BODY **Spongy Stone**

At any time between turns, remove 1 damage counter from Root Fossil.

ENERGY

PokéBeach.com



Darkness Energy

Special Energy Card

If the Pokémon Darkness Energy is attached to attacks, the attack does 10 more damage to the Active Pokémon *(before applying Weakness and Resistance)*. Ignore this effect unless the Attacking Pokémon is [D] or has Dark in its name. Darkness Energy provides [D] Energy. *(Doesn't count as a basic Energy card.)*

Illus. Milky Isobe

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ENERGY

PokéBeach.com

Metal Energy

Special Energy Card

Damage done by attacks to the Pokémon that Metal Energy is attached to is reduced by 10 *(after applying Weakness and Resistance)*. Ignore this effect if the Pokémon that Metal Energy is attached to isn't . Metal Energy provides Energy. *(Doesn't count as a basic Energy card.)*

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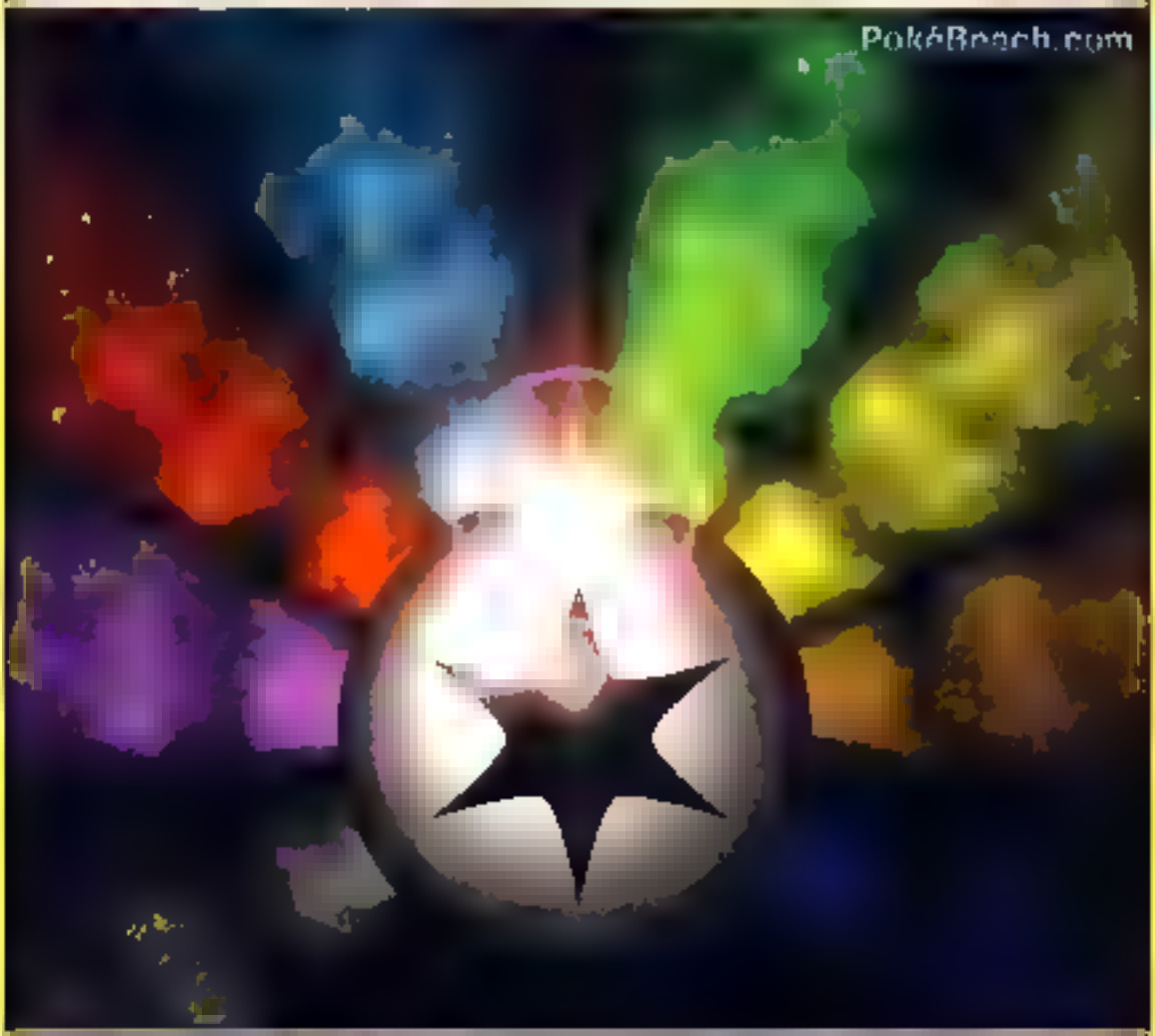
ENERGY



Attach Mulid Energy to 1 of your [illegible] in play. Mulid Energy provides every type of Energy but provides only 1 Energy at a time. (Has no effect other than providing Energy.) Mulid Energy provides ★ Energy when attached to a Pokémon that already has Special Energy cards attached to it.

Illus. Takumi Akabane

ENERGY

Cyclone Energy

Special Energy Card

Cyclone Energy provides ★ Energy. When you attach this card from your hand to your Active Pokémon, switch 1 of the Defending Pokémon with 1 of your opponent's Benched Pokémon. Your opponent chooses the Benched Pokémon to switch.

Illus. Shin-ichi Yoshikawa

ENERGY

Warp Energy

Special Energy Card

Warp Energy provides [C] Energy. When you attach this card from your hand to your Active Pokémon, switch that Pokémon with 1 of your Benched Pokémon.

Illus. Shin'ichi Yoshikawa

Absol ex

100 HP

BASIC

Illus. Ryo Ueda

When Pokémon-ex has been **Knocked Out**, your opponent takes **2 Prize cards**.

Poké-Power Cursed Eyes

Once during your turn, when you put Absol ex from your hand onto your Bench, you may move 3 damage counters from 1 of your opponent's Pokémon to another of his or her Pokémon.

Psychic Pulse 30

Does 10 damage to each of your opponent's Benched Pokémon that has any damage counters on it. *(Don't apply Weakness and Resistance for Benched Pokemon.)*

weakness

resistance -30

retreat cost

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Claydol ex

120 HP

STAGE 1

Evolves from Baltoy

Illus. Ryo Ueda

When Pokémon ex has been Knocked Out, your opponent takes 2 Prize cards.

Poké-Power Type Shift

Once during your turn (before your attack), you may use this power. Claydol ex's type is Psychic until the end of your turn.

Psychic Boom 20+

Does 20 damage plus 10 more damage for each Energy attached to the Defending Pokémon.

Shadow Crush 60

You may discard a Psychic Energy card attached to Claydol ex. If you do, discard an Energy card attached to the Defending Pokémon.

Weakness

Resistance

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Flygon *ex* 150 HP

STAGE 2 Evolves from Vibrava

Illus. Midorima Arata

When Pokémon ex has been Knocked Out your opponent takes 2 Prize cards

Poké-BODY **Psychic Protector**

If Flygon ex is damaged by an opponent's attack, you may discard up to 4 cards from your hand. If you do, any damage done to Flygon ex is reduced by 10 for each card you discarded.

Slashing Strike 70

Flip a coin. If tails, Flygon ex can't use Slashing Strike during your next turn.

weakness resistance -30 retreat cost

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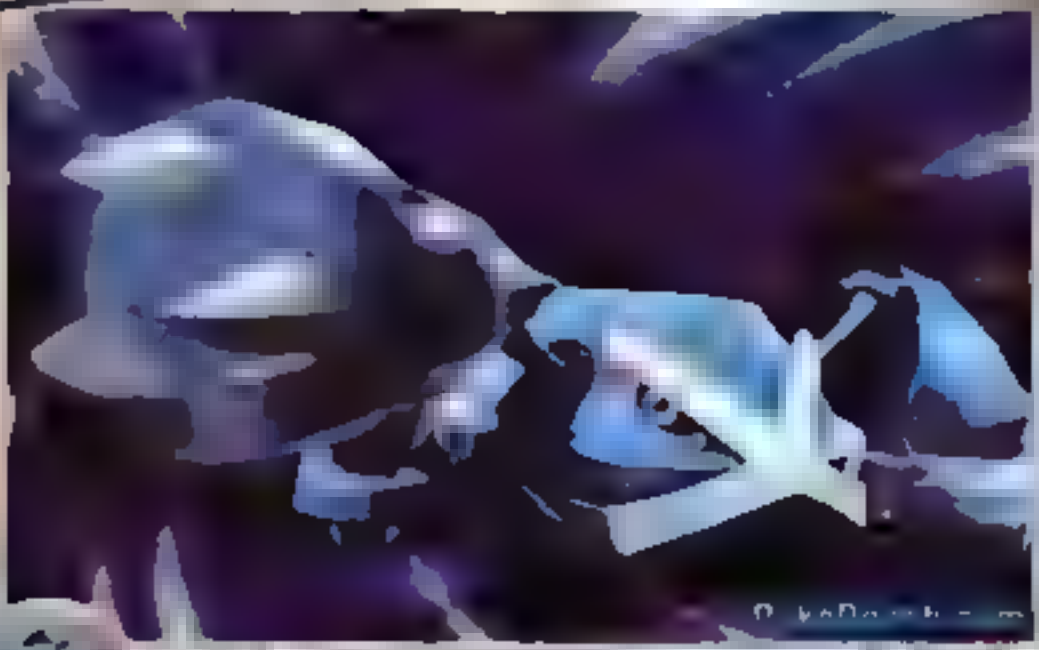
Metagross ex

150 HP



STAGE 2

Evolves from Metang

Knocked Out 3 Prize cards

Magnetic Redraw

Once during your turn (before your attack), if Metagross ex is your Active Pokémon, you may use this power. Each player shuffles his or her hand into his or her deck. Then, each player draws 4 cards. This power can't be used if Metagross ex is affected by a Special Condition.

★ Scanblast 70

Does 70 damage to each of your opponent's Benched Pokémon that has the same name as the Defending Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

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Salamence ex

160 HP

STAGE 2

Evolves from Shelgon

Illus. Mitsuhiro Arita

When Pokémon ex has been Knocked Out, your opponent takes 2 Prize cards.

Volcanic Flame 150

Discard the top 5 cards from your deck.

Hydro Wave

Discard all Energy attached to Salamence ex. This attack does 30 damage to each of your opponent's Benched Pokémon. *(Don't apply Weakness and Resistance for Benched Pokémon.)*

weakness

resistance 30

retreat cost

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Shiftry ex

140HP

STAGE 2

Evolves from Nuzleaf

Illus. Ryo Ueda

When Pokémon ex has been Knocked Out, your opponent takes 2 Prize cards.

Skill Hack

Look at your opponent's hand and choose a Basic Pokémon or Evolution card you find there. Choose 1 of that Pokémon's attacks. Skill Hack copies that attack except for its Energy cost. (You must still do anything else required for that attack.) (No matter what type that Pokémon is, Shiftry ex's type is still) Shiftry ex performs that attack.

Dirge 60

Does 60 damage to each of your opponent's Benched Pokémon that has the same name as the Defending Pokémon. *(Don't apply Weakness and Resistance for Benched Pokémon.)*

weakness

resistance -30

retreat cost

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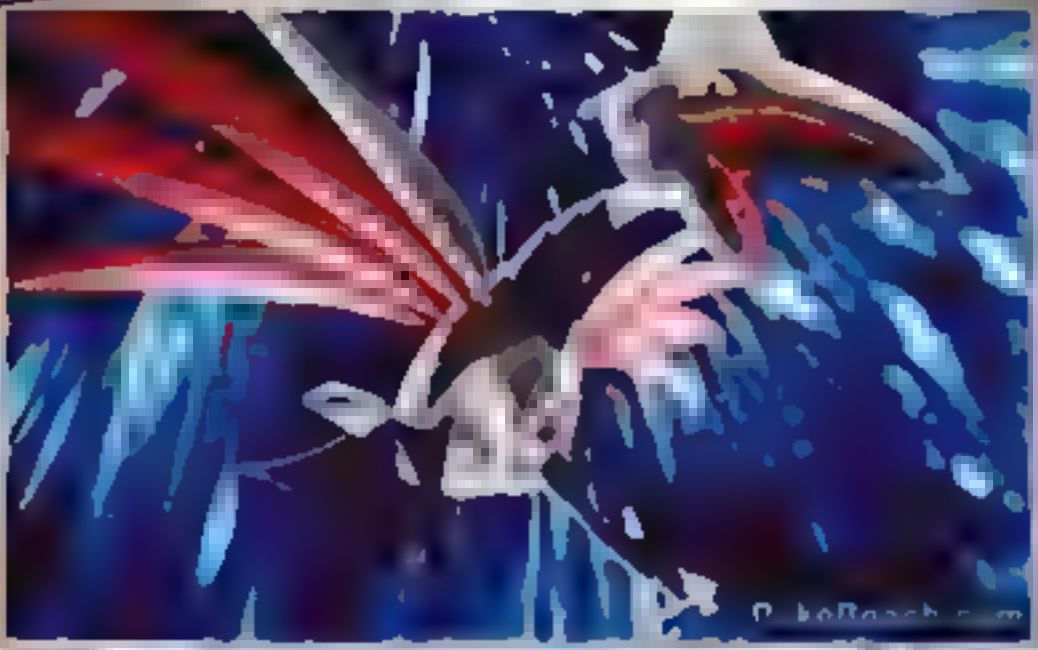
97/108

Skarmory ex

100 HP



BASIC

Poké-BODY **Metal Gravity**

If your opponent's Active Pokémon retreats and has 40 or more remaining HP, put 3 damage counters on that Pokémon. You can't use more than 1 Metal Gravity Poké-Body each turn.

Whirlwind 30

Your opponent switches the Defending Pokémon with 1 of his or her Benched Pokémon.

Razor Wing 60

Walrein ex

150 HP

STAGE 2

Evolves from Sealeo

Illus. Ryo Ueda

When Pokémon ex has been Knocked Out, your opponent takes 2 Prize cards.

Chilling Breath

Once during your turn, when you play Walrein ex from your hand to evolve 1 of your Pokémon, you may use this power. Your opponent can't play any Trainer cards from his or her hand during your opponent's next turn.

Wreck 70+

If there is any Stadium card in play, this attack does 70 damage plus 20 more damage. Discard that Stadium card.

weakness resistance retreat cost

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Flareon ☆

70 HP

BASIC

Illus. Masakazu Fukuda

You can't have more than 1 Pokémon ☆ in your deck.

Poké-POWER Crimson Ray

Once during your turn, when you put Flareon ☆ from your hand onto your Bench, you may use this power. Each Active Pokémon *(both yours and your opponent's)* is now Burned.

Flamethrower 50

Discard a Energy attached to Flareon ☆

Weakness Resistance Retreat Cost

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Jolteon ☆

70 HP

BASIC

Illus. Masakazu Fukuda

You can't have more than 1 Pokemon☆ in your deck

Yellow Ray

Once during your turn, when you put Jolteon ☆ from your hand onto your Bench, you may put 1 damage counter on each Active Pokémon *(both yours and your opponent's)*.

Agility 40

Flip a coin. If heads, prevent all effects of an attack, including damage, done to Jolteon ☆ during your opponent's next turn.

weakness | resistance -30 | retreat cost

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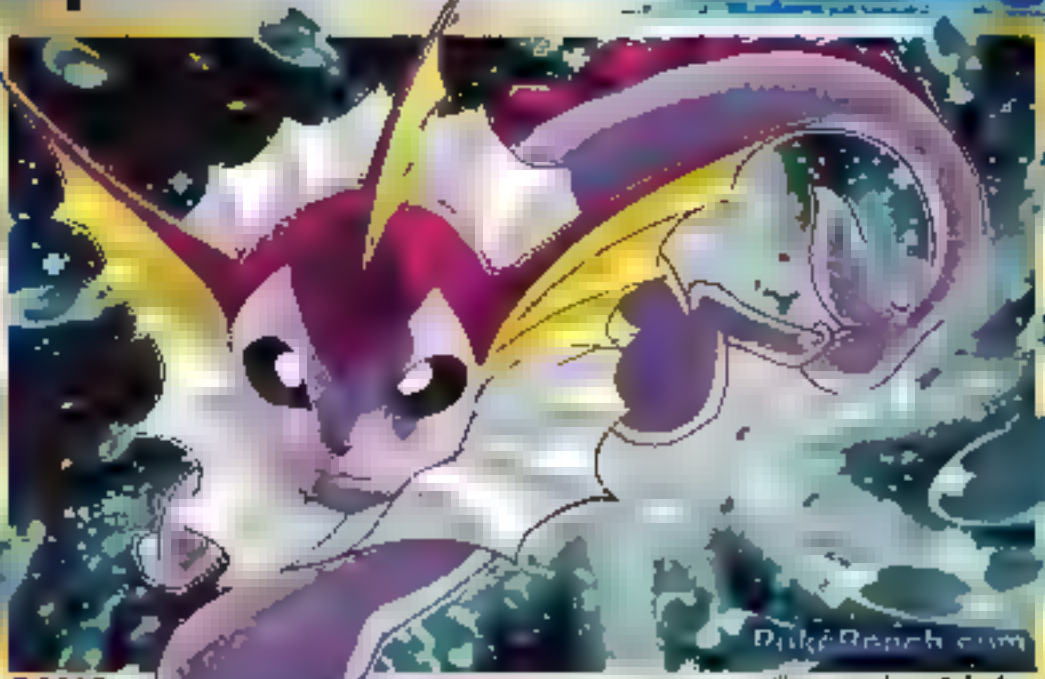
Vaporeon ☆

70 HP



BASIC

Illus. Masakazu Fukuda

You can't have more than 1 Pokémon ☆ in your deck

Poké-Body **Blue Ray**

Once during your turn, when you put Vaporeon ☆ from your hand onto your Bench, you may remove all Special Conditions and 3 damage counters from each Active Pokémon *(both yours and your opponent's)*

✱ **Whirlpool** 40

Flip a coin. If heads, discard an Energy card attached to the Defending Pokémon.

weakness resistance retreat cost

✱

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